

2014

QuizXpress 4.0

User Manual



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1 Introduction

This is the user manual for QuizXpress 4, a professional software suite to create great looking quizzes and play them live with large groups of people using wireless keypads or buzzers. The software can be used for various purposes such as:

- Company parties and corporate events
- Personal events like weddings, home parties, Christmas quiz bowls etc.
- Meetings
- Education and training
- Tradeshows
- Pub quizzes
- Fund raising events
- Marketing
- Classroom quizzes

As you will see in this manual, the software is easy to use, has an intuitive user interface and a rich set of features that allows you to run any kind of game show format. While there are many quiz- and game show software packages on the market, QuizXpress is in many ways superior through unique features such as:

- High quality graphics output; most quiz games are built as standard windows applications. Although they can provide some nice graphics they cannot benefit from advanced graphical effects that are only available for GPU accelerated DirectX applications like QuizXpress. QuizXpress supports many different resolutions and screen ratio's so you can present your quizzes professionally on every beamer, TV screen or monitor available.
- Highly customizable: when running a professional quiz show to advertise your product or service you want your graphics to look uniform with your company's house style. QuizXpress allows you to customize almost every aspect of its presentation through a concept called 'skinning'.
- Advanced game play; QuizXpress supports many different modes for your questions such as fastest finger, last-man-standing, open questions, audience response questions, timeless questions, wager questions etc. QuizXpress also supports the option to split your audience in competing demographic groups making it even more interesting for your audience.
- Buzzer system independent; through a high level of abstraction, the software is capable of running with different kind of buzzer systems. Even if you have your own custom devices, you can still connect them with QuizXpress for example through the PC's game port.

The software consists roughly of the following parts:

- *QuizXpress Studio*, the software that helps you design your quizzes in an intuitive user interface
- *QuizXpress Setup*, the software that is used to configure the game show
- *QuizXpress Live*, the software that runs the 'live' game show
- *QuizXpress Director*, (part of Live) which is used to control the running quiz show
- *QuizXpress Solo*, software to run a standalone quiz show to be used on a trade show booth.
- *QuizXpress Analyzer*, software to analyze and visualize the useful data collected during a quiz show.

The following picture gives an overview of the workflow of QuizXpress



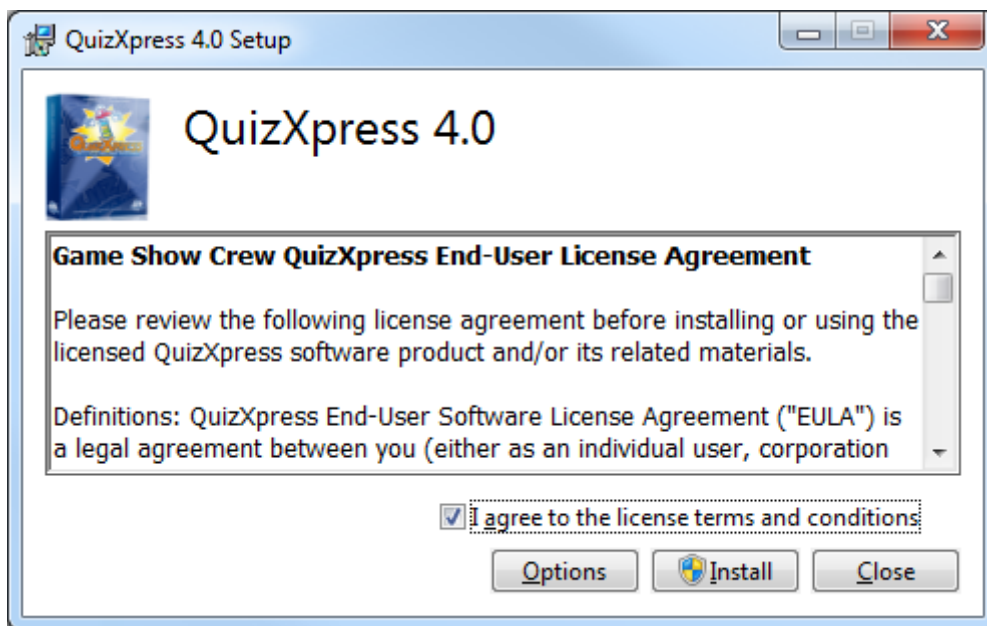
2 Installing QuizXpress

2.1 System requirements

Component	Requirement
Operating system	Windows Vista, Windows 7 or Windows 8, 32 or 64 bit (QuizXpress always runs in 32-bit)
Free disk space	~200 Mb
Memory	Minimum of 2Gb, advised is 4Gb
Video card	DirectX 9C compatible video card
Sound card	Any standard sound card will do
CPU	For a good performance when using HD videos we advise an i5, 2.4 GHz or higher.

* The European *Windows 7 N* version that ships without Windows Media Player is not supported unless Media Player is installed separately.

To install the software you need administrator rights on the machine. To install the software, run QuizXpress .exe, available for download on www.quizxpress.com. This will start the QuizXpress installer:



The installation process itself is pretty straightforward. Just read and accept the license agreement and click 'Install'. During the installation, the installer downloads and installs a few third party components if not already present on the system. These components are the *Microsoft .NET framework 4.0* (full profile), the *Microsoft DirectX 9c runtime* and the *Unity Web Player*. In order to successfully install these components you need to be connected to the Internet.

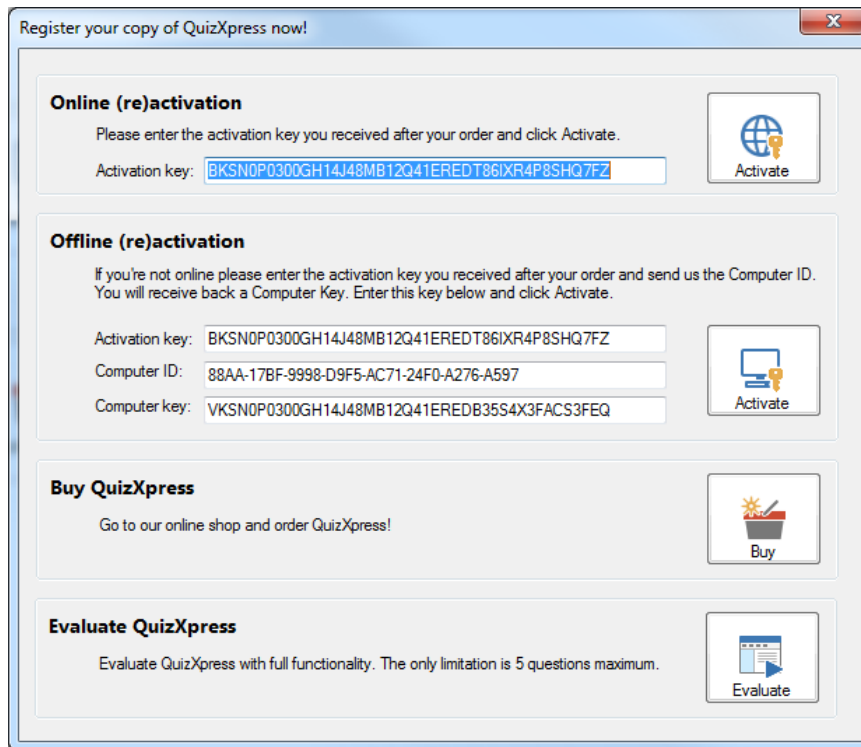
2.2 Licensing

The QuizXpress software suite is protected by a license key. This key is unique for every computer on which you install the software. Until you've entered a valid key, the software is limited to a maximum

of 5 questions per quiz. The license key also contains information about the number of devices (buzzers/keypads) you can use and the date until which the license is valid.

2.2.1 Activation

The activation dialog appears automatically when starting Studio and the license is expired or not present. Alternatively you can open the dialog manually from the backstage 'Info' tab ('Activate' button).



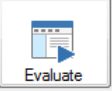
The image shows a software activation dialog box titled "Register your copy of QuizXpress now!". It contains four main sections: "Online (re)activation", "Offline (re)activation", "Buy QuizXpress", and "Evaluate QuizXpress". Each section has a description, input fields, and an "Activate" or "Buy" button. The "Online (re)activation" section has an "Activation key" field with the value "BKSN0P0300GH14J48MB12Q41EREDT86IXR4P8SHQ7FZ" and an "Activate" button. The "Offline (re)activation" section has three fields: "Activation key" (same as above), "Computer ID" (88AA-17BF-9998-D9F5-AC71-24F0-A276-A597), and "Computer key" (VKSN0P0300GH14J48MB12Q41EREDB35S4X3FACS3FEQ), with an "Activate" button. The "Buy QuizXpress" section has a "Buy" button. The "Evaluate QuizXpress" section has an "Evaluate" button.

Register your copy of QuizXpress now!

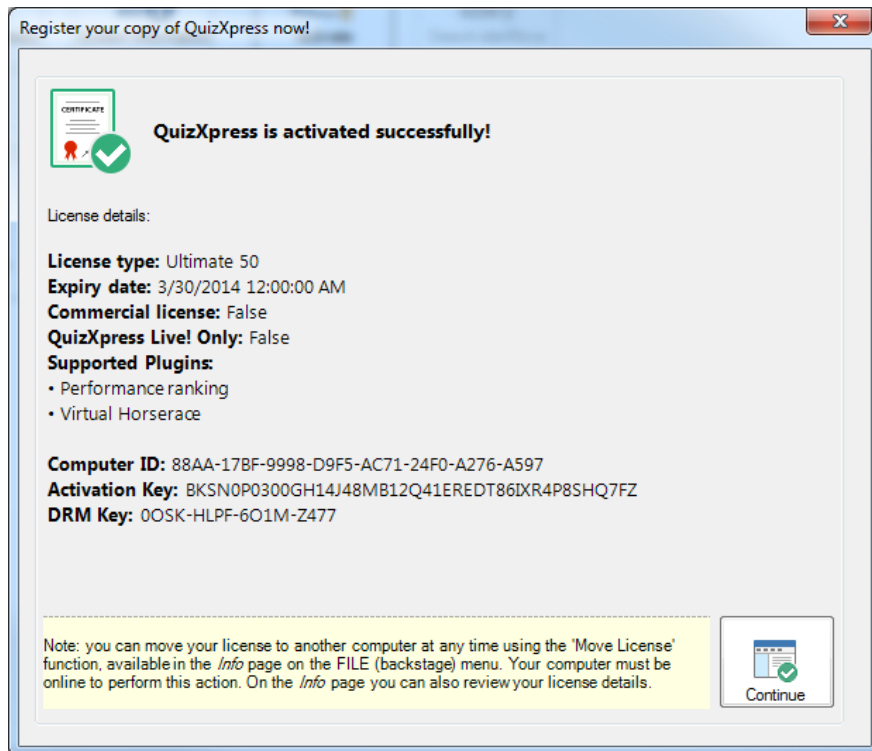
Online (re)activation
Please enter the activation key you received after your order and click Activate.
Activation key: 

Offline (re)activation
If you're not online please enter the activation key you received after your order and send us the Computer ID. You will receive back a Computer Key. Enter this key below and click Activate.
Activation key:
Computer ID:
Computer key: 

Buy QuizXpress
Go to our online shop and order QuizXpress! 

Evaluate QuizXpress
Evaluate QuizXpress with full functionality. The only limitation is 5 questions maximum. 

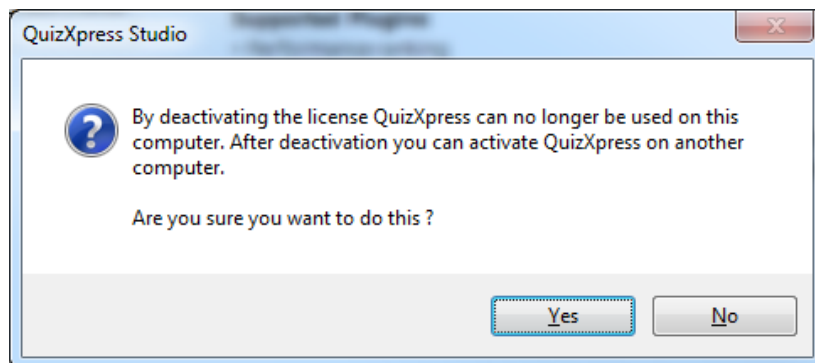
QuizXpress can be activated both online and offline. Online activation is easy; simply enter the key you received after your purchase in the 'Activation key' textbox and click 'Activate'. If activation is successful the dialog will show the following contents:



For offline activation it is required that you send your 'Computer ID' and 'Computer key' to Game Show Crew, after which you'll receive back an offline activation key to be entered in the offline activation textbox.

2.2.2 Deactivation and moving licenses

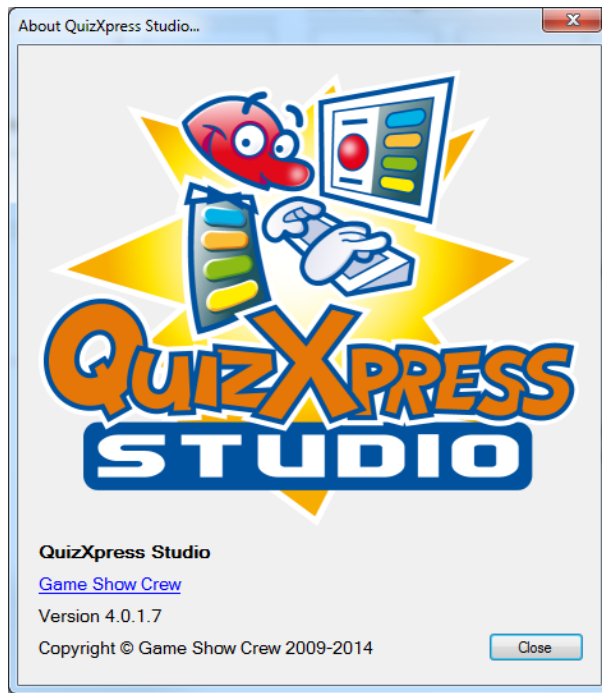
It is possible to move a license to another computer. To do so first make sure you have a copy of your key, then click the 'Deactivate/Move' button and confirm the message:



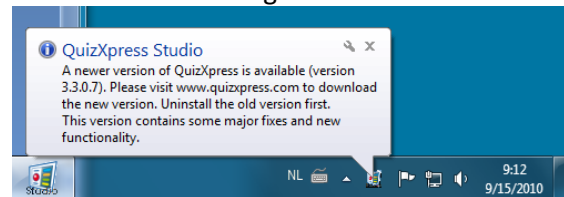
Now, you can go to your other machine and activate QuizXpress using the same key.

2.3 Updates and version numbering

To check your version of QuizXpress you can open the about box in QuizXpress Studio. This shows information about your current installation:



A QuizXpress version number consists of 4 digits, for example: 4.0.1.1 having a major-, minor-, build- and revision number. The major number changes only for radical updates; the minor number indicates different releases within the major version. The build number and revision are used to differentiate different patches (bug fixes). QuizXpress Studio checks online for updates when it starts. If a newer version is available from our website you will be notified with a message:



To upgrade your system with a new version:

1. Download and save the new version from the QuizXpress website.
2. Install the new version by running the installation file (named QuizXpress.exe). It is not needed to uninstall the old version first.

When upgrading, your license key, special settings, quizzes and other customizations are retained as they are stored outside of the QuizXpress installation folder.

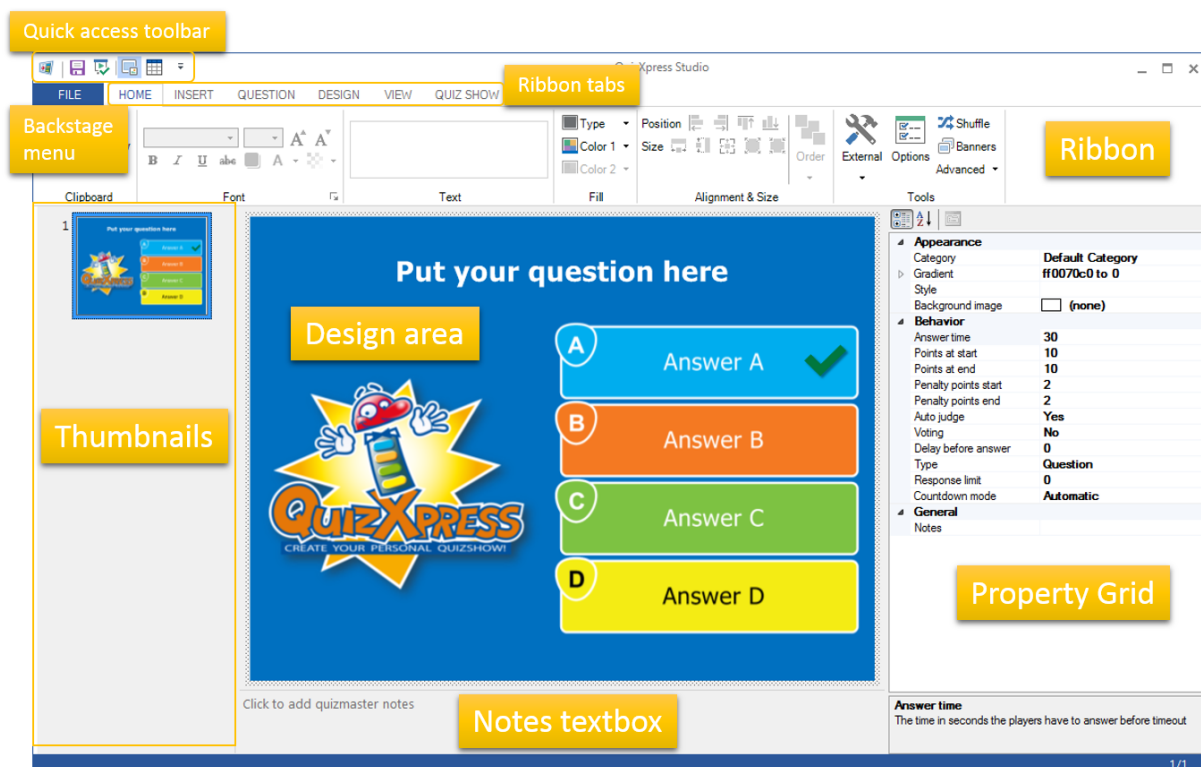
The release notes for QuizXpress can be found in the file *ReleaseNotes.txt* in the installation folder. You can open this file from within Studio under *FILE->Info->Release Notes* or from the QuizXpress entry in the Windows Start menu.

3 Designing quiz content with QuizXpress Studio

3.1 Creating your first quiz

This chapter describes QuizXpress Studio. With the help of QuizXpress Studio you can create stunning multimedia quizzes in a very intuitive and user friendly way.

3.2 User interface overview



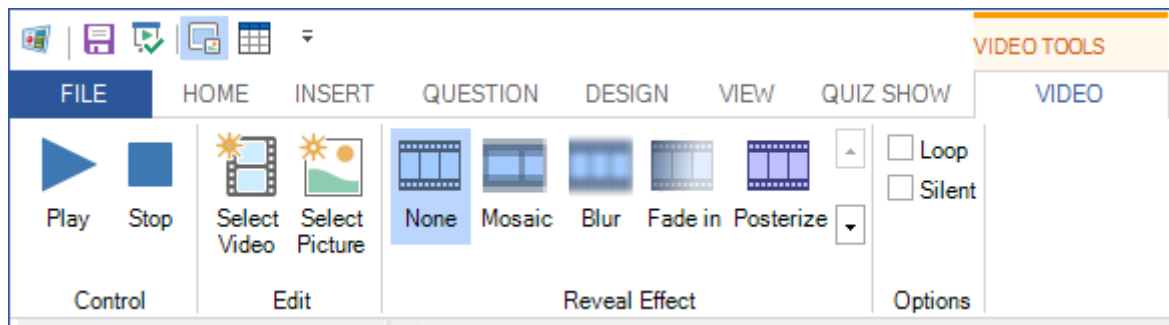
3.2.1 Ribbon

The QuizXpress Studio user interface is built around the concept of a ribbon. The ribbon was introduced in Microsoft Office and greatly enhances user productivity and discoverability of features. Click [here](#) for more general info on the Microsoft ribbon user interface concept.

The QuizXpress Studio ribbon is divided into several sections (Ribbon Tabs).

FILE	Also referenced as the 'backstage' menu. Access to global and file related functionality.
HOME	General formatting and control elements
INSERT	Add new elements such as sound and text to your quiz slide
QUESTION	Configure the behavior of your question (points, type of question etc.)
DESIGN	Format your slide in different styles and layouts
VIEW	Select what to view in the user interface
QUIZ SHOW	Start and configure (test mode only) the quiz show

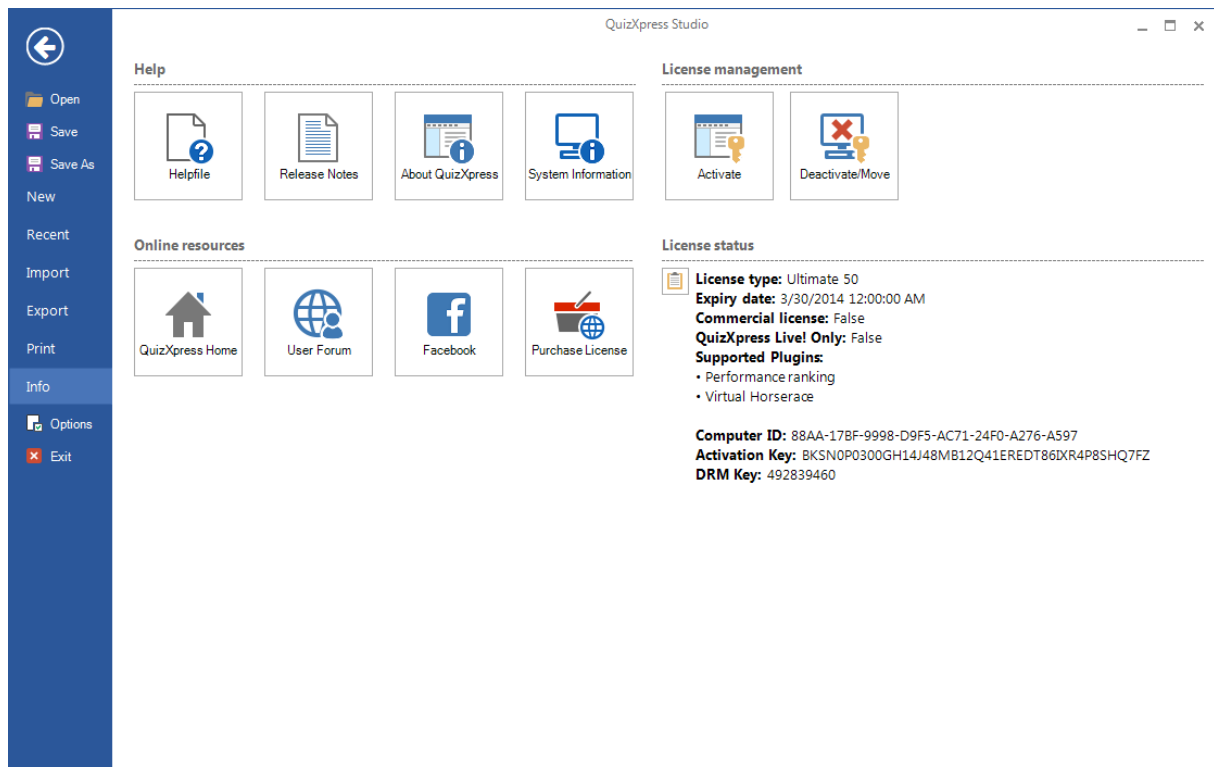
Next to the global ribbon tabs that are always visible there are so called 'contextual tabs'. Their visibility depends on the selected item in the editor. For example, when selecting a video item on the slide, the contextual tab for VIDEO appears:



The tab will disappear as soon as something else is selected on the slide.

3.2.2 Backstage Menu

When clicking the FILE tab, the backstage menu appears.



Here you access global application functionality. This functionality is spread across several other tabs

New	Create a new quiz and select the aspect ratio of the slides
Recent	Open recent and example files
Import	Import questions from Excel
Export	Export question to Excel, PDF or HTML
Print	Print your quiz slides
Info	Access the Helpfile, various online resources and manage your license

3.2.3 Design area

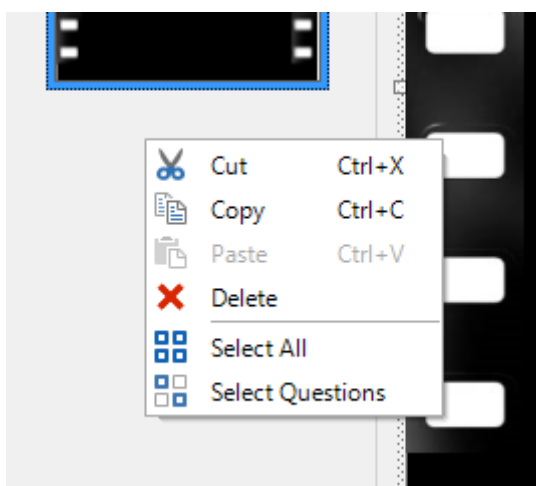
The design area contains a visual representation of what we call a 'quiz slide'. It shows the 'quiz slide' exactly as how it will be shown during a Game Show. A 'quiz slide' consists of several optional items: a question, answers, pictures, a videos or a sound item. Items can be selected individually or as a group after which they can be modified. Also, the quiz slide as a whole can be selected to edit its properties. To select a quiz slide as a whole, click on the slide background. See section 3.2.5.1 for an overview of all properties for the slide.

Slide items can be selected and resized by left clicking one of the resize handles and dragging it to the desirable size. When multiple items are selected by either using the Ctrl key or dragging the selection by the mouse, editing properties shown in the property pane (or by using ribbon controls) implies changing the properties for all selected items in one go. One example where this can be very handy is when you want to set the font for all answers in a question at once. In order to do this, first multiple select all answers and then change the 'font' property in the properties pane. While moving objects around, they will snap to an invisible grid, to turn off the snapping, hold down the *Ctrl* key while dragging the object.

3.2.4 Thumbnails panel

This panel gives you an instant overview of all your questions. You can navigate to a question by clicking on a thumbnail. You can move a question by dragging the thumbnail to another position and dropping it there. The thumbnail panel allows you to select multiple questions by clicking the thumbnail with the *Ctrl* key down, or with the *Ctrl+A* shortcut to select all questions in the quiz. You can also select a range of questions by clicking the first thumbnail in the range followed by the last thumbnail in the range holding down the *Shift* key. When multiple questions are selected, you can change the properties of all questions in one go using the property grid. In this way you can also delete multiple quiz slides at once.

The thumbnail panel has a context menu. Right click the thumbnail panel to invoke this menu:



From here you can copy/paste entire questions, delete a set of selected questions, select all slides or select all questions (banners are excluded in the selection when using 'Select Questions'). Note that

you can also copy & paste quiz slides between two running instances of Studio allowing you to create ‘libraries’ of questions from which you build your specific quizzes.

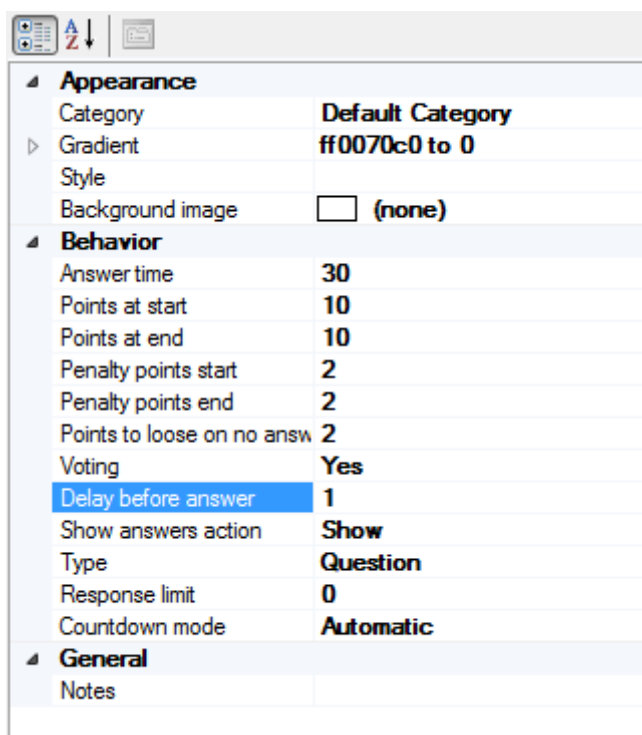
3.2.5 Property Grid

The property grid is the place where you set the detailed properties of the selected element(s). Each element (such as question, answer, slide, video and picture) has individual properties. It is not absolutely needed to use the property grid as all settings can be accessed through the ribbon as well but for advanced users this may be a quicker way to get things done. In the following chapters you will find an explanation of the most important properties.

3.2.5.1 Quiz slide properties

These properties are shown by clicking on the background of the question. The properties are split in three groups:

- *Appearance*, defining how the question is rendered
- *Behavior*, defining the behavior of the question during the game show
- *General*, general properties



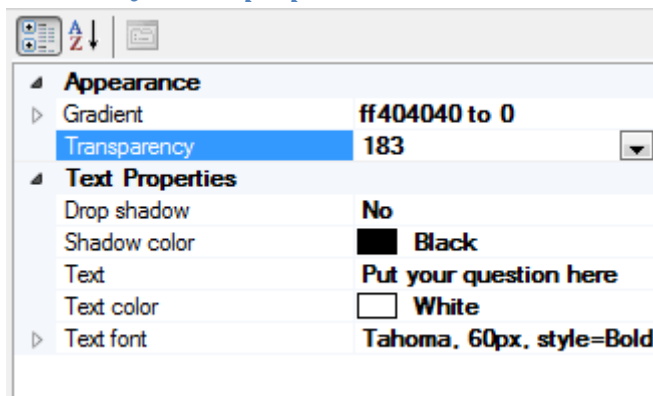
Property	Description
Category	The category for this quiz slide. By selecting a category you define the graphical formatting. Note: you can define your own categories! For an explanation of categories please refer to section 3.3
Gradient	The gradient fill for the background of the slide. This property only applies if you have no image in the background. A gradient ‘from’ color and a gradient ‘to’ color can be selected as well as a gradient type.
Style	The render style for the question. You can find more about styles in the chapter “Styles”

Background image	The background picture of the quiz slide.
Answer time	The duration of the countdown in seconds. Specify a value of 0 for a question without time. You can then end the question by pressing the spacebar. Countdown can be paused by pressing 'P' in QuizXpress Live.
Points at start	Number of points that are added when a participants answers correctly at the start of countdown.
Points at end	Number of points that are added when a participants answers correctly at the end of countdown. Has to be smaller than or equal to 'points at start time'. Points are interpolated between counter start and end. So when points at end time is smaller than points at start time, the number of points to gain decreases while countdown is running. When the two values are equal the points that can be gained will be the same during countdown.
Penalty points start	Number of points that are subtracted when a participant answers incorrectly at the start of the countdown
Penalty points end	Number of points that are subtracted when a participant answers incorrectly at the end of the countdown (interpolates between start – end)
Points to loose on no answer	The points that are subtracted when no answer is given (only applicable for voting questions)
Auto judge	This setting is valid for a question that is fastest finger ('Voting' = no) and that is multiple choice. In this case, the auto judge setting indicates whether a question will be automatically judged by QuizXpress Live (by comparing it to the answer that is flagged as the correct one) when a multiple choice button is pressed on a buzzer (for non-multiple choice buzzers auto-judge is always automatically set to 'No').
Voting	Indicates whether all participants can answer or if only the participant which is first to buzz can answer.
Delay before answer	Time in seconds that will lapse before answers are shown. This gives a quizmaster the possibility to read the question aloud before answers are shown.
Show answers action*	When 'Delay before answer' has been set, this property appears. By setting it to 'hide and show at once' the answers are shown in one go after the delay time has lapsed. By setting it to 'hide and show one by one' the answers are shown one by one after the delay time has lapsed.
Delay between answers*	In case both 'Delay before answer' and 'hide and show one by one' have been set, this property appears. It defines a timeframe that will lapse between each answer will appear.
Type	Pick list with the following options: • <i>Question</i>: slide is a normal quiz question. • <i>Billboard</i>: slide is display only. • <i>End of round</i>: slide indicates the end of a quiz round. Intermediate scores are shown and the quizmaster has the option to dismiss teams. Also see property 'End of Round'. • <i>Test question</i>: slide is used to demonstrate the system to the participants. No points are added/subtracted. • <i>Demographic</i>: this slide serves to partition all participants into competing groups. Also see property 'Demographic group'. • <i>Last Man Standing</i>: slide is a quiz question. Participants answering the question incorrectly are dismissed from the quiz. • <i>Audience Response</i>: slide to simply collect a response from the

	audience without changing any quiz scores. The response data can be displayed in a chart • <i>Wager</i>: allows the audience to bet a percentage of their scores on the following question.
End of Round*	This property can be set when the Type of the slide is set to 'End of round'. It's possible values are 'Disable one loser', in which case the participant with the least amount of points is dismissed, and 'Quizmaster selects losers', in which case the quizmaster can select the participants that will be dismissed, one by one.
Demographic group*	This property can be set when the Type of the slide is set to 'Demographic'. It defines a demographic group. When the quiz is run, people pressing their buzzer when a demographic quiz slide is shown will belong to the group indicated by this property. Please also refer to section 5.3.5.5 for more information about demographic groups.
Response limit	The maximum number of teams for which the system will take responses. For example if you play with 100 teams, you can set this value to 25 so only the first 25 teams get to answer the question
Countdown mode	Indicates if the countdown for the question will start immediately (Automatic) or after pressing the spacebar (Manual)
Notes	A text (hints) for the quizmaster that will be included in the PDF export

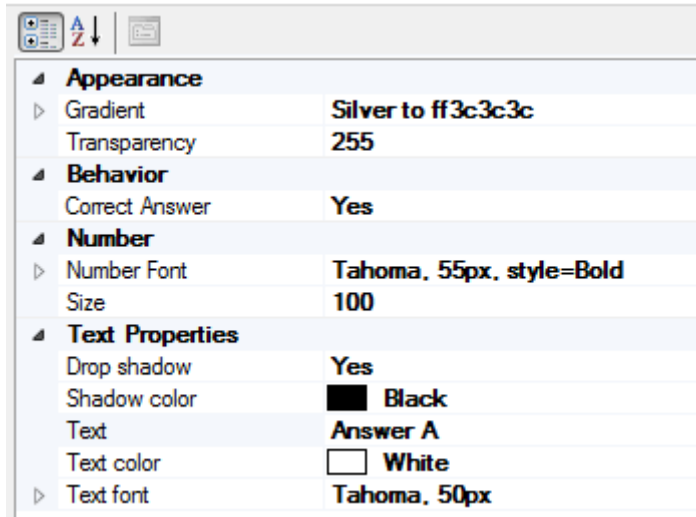
* visibility of the property depends on other properties

3.2.5.2 Question properties



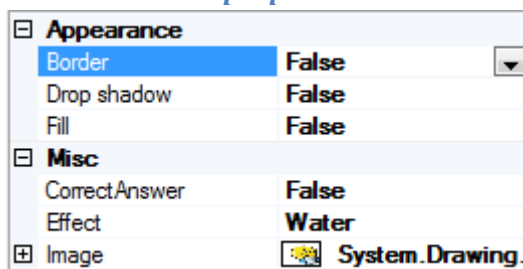
Property	Description
Gradient	The gradient fill for the background of the question.
Transparency	Transparency of the background of the question
Drop shadow	Indicates whether a shadow is imposed under the question text
Shadow color	Indicates the color of the shadow
Text	The text of the question
Text Color	The color of the question text
Text font	The font used for the question text

3.2.5.3 Answer properties



Property	Description
Gradient	The gradient fill for the background of the question.
Transparency	Transparency of the background of the question
Correct answer	Indicates whether the selected answer is the correct answer. Set to 'true' if the selected answer is the correct answer.
Number Font	The font for the answer indicator (A, B, C, D, E). <i>Note: this property is not available on all styles</i>
Size	Size of the answers label (A, B, C...). <i>Note: this property is not available on all styles</i>
Drop shadow	Indicates whether a shadow is imposed under the question text
Shadow color	The color of the drop shadow
Text	The text of the answer
Text color	The color of the answer text
Text font	The font of the answer text

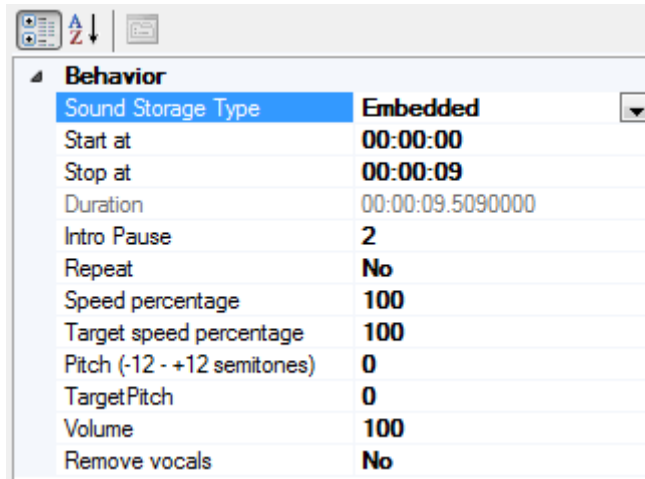
3.2.5.4 Picture properties



Property	Description
Border	Indicates whether a border is drawn around the picture
Drop shadow	Indicates whether a shadow is imposed under the picture
Fill	Determines if the picture should fill the entire area
Correct answer	Indicates whether the picture contains the correct answer. Can only be set for pictures if the slide only contains pictures and if the slide is multiple choice.
Effect	Sets an effect on the picture. See section 3.6.1.2 for a more detailed

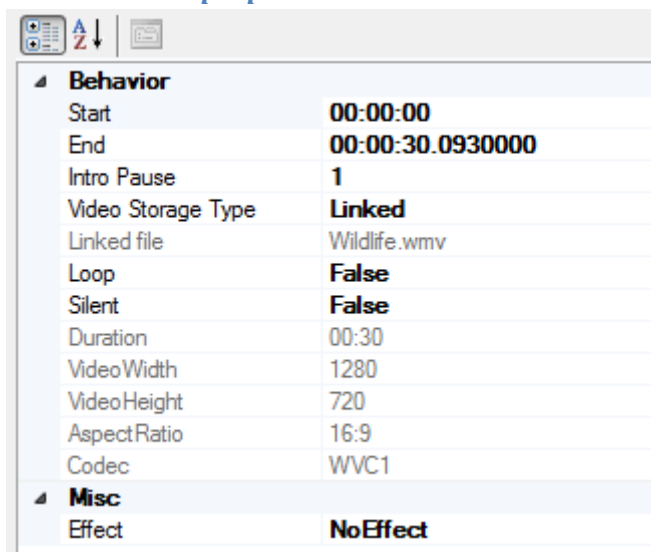
	explanation about effects.
Image	A thumbnail of the image. Click the browse (...) button of this property to browse for a picture.

3.2.5.5 Sound properties



Property	Description
Sound Storage Type	Indicates
Start at	The position in the sound file from which the sound will be started.
Stop at	The time to stop the sound
Duration	The duration of the sound. Initially the full duration is shown.
Intro pause	The time to wait before the sound starts. This gives the quizmaster the possibility to first read the question.
Repeat	Indicates whether or not the sound should repeat itself.
Speed percentage	The speed of the sound when it starts playing.
Target speed percentage	The speed of the sound when it ends playing. Note: by playing with the 'speed percentage' and 'target speed percentage' it is possible to play sounds 'from slow to normal' or 'from fast to normal'. Setting both percentages to 100% just plays the sound fragment from start to end at normal speed.
Pitch	The pitch at start of the countdown
Target Pitch	The pitch at the end of the countdown (pitch will interpolate from start to end)
Volume	The volume at which to play the music
Remove vocals	Effect to remove vocals (may yield mixed results)

3.2.5.6 Video properties



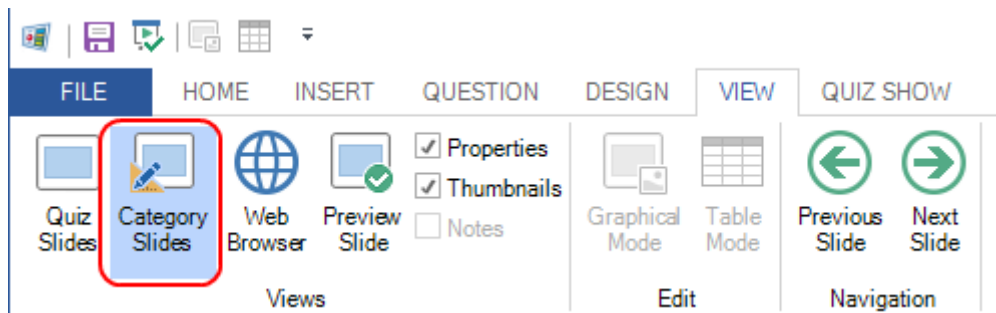
Behavior	
Start	00:00:00
End	00:00:30.0930000
Intro Pause	1
Video Storage Type	Linked
Linked file	Wildlife.wmv
Loop	False
Silent	False
Duration	00:30
VideoWidth	1280
VideoHeight	720
AspectRatio	16:9
Codec	WVC1
Misc	
Effect	NoEffect

Property	Description
Start	Time to start the video
End	Time to end the video
Intro Pause	Delay between showing the slide and starting the video
Video storage type	Indicates whether the video fragment is embedded or linked. Embedding a video fragment into a quiz means the video fragment is incorporated into the quiz file. Linking a video fragment means a reference is made from the quiz file to a video on the file system. In general, linking videos is recommended. <i>Note: when linking videos, be sure to not remove the video files from your file system. When moving the quiz to a different computer, the videos must be copied into the same folder as the quiz file.</i>
Linked File	Filename of the external video file if linked
Loop	Repeat the video after it stopped
Silent	Suppress the sound in the video
Duration	(read only) length of the video
Video Width	(read only) width of the video
Video Height	(read only) height of the video
Aspect Ratio	(read only) aspect ratio
Codec	(read only) video decoder being used
Effect	Optional effect on the video

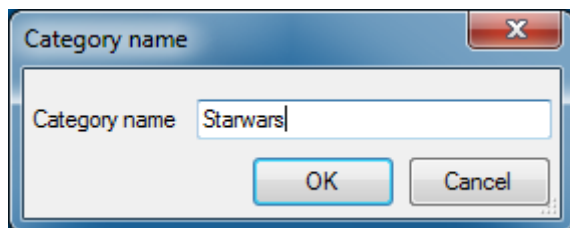
3.3 Using categories

Categories allow you to make groups of questions look the same way. For example within one quiz, you could have questions about science, music, movies etc. To make all questions about science look the same, you can make a category called 'Science'. For this category you can then set all sorts of properties like the background image, the font, the colors etc. When creating a new question about science you can then apply the 'Science' category after which the whole question will be formatted according to the "Science" template. All categories are stored within your current quiz file. If you frequently use the same categories it is advised to create an empty quiz file to be used as your starting point for all your quizzes. Categories also play an important role when importing questions

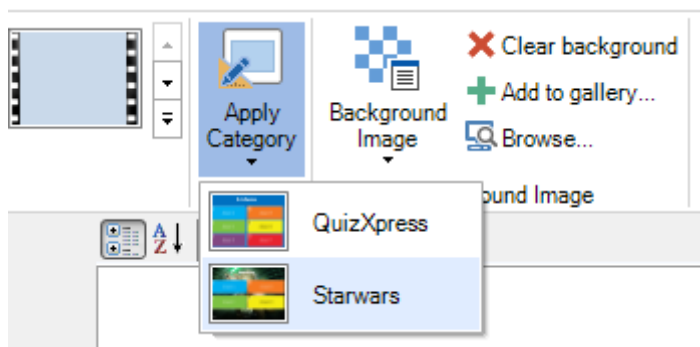
directly from Excel. Because advanced formatting information cannot be stored in Excel, instead, each question in Excel can refer to an existing category from which the formatting info will be applied to the newly created slide. To create a new category, first switch to 'Category' view:



Then activate the INSERT ribbon tab and click any of the templates and enter a name for your category:



Now you can set the properties of the category like the background to use. To apply a category, switch back to normal quiz slides view, activate the DESIGN tab and pick the category from the Categories gallery:



Now your current slide will be formatted after the category slide.

3.4 Supported game formats

The system supports different game formats. This chapter will discuss how to apply these different formats to your game show.

- *Voting* : allows every player to answer a question
- *Fastest finger*: the player that hits a buzzer first gets to answer a question
- *Last man standing*: everyone gets to answer, but players with a wrong answer are immediately excluded from subsequent questions until there is one winner left.
- *Open question*: question that will be judged by the quizmaster.

- *Multiple-choice question*: question with multiple answers that the players can choose. Answers given are automatically judged by the system.
- *End of round logic*
- *Demographic groups*, allow the players to be split in demographic groups that can compete against each other.

Multiple choice questions:

When you are creating a multiple choice question, you can indicate in QuizXpress Studio which one of the answers mentioned is the correct one. If you do this, QuizXpress can judge given answers by teams for correctness when playing a quiz. You can indicate which answer is the correct one by first selecting one of the answers with the mouse and subsequently put the 'Correct Answer' property in the Property Editor to 'True'. You can also use the context menu by first selecting the answer, then right click followed by 'Set correct answer'. Next to this you can enter all correct answers for multiple choice questions in 'Grid Mode'. In the last column of the grid you can indicate for all multiple choice questions their correct answers.

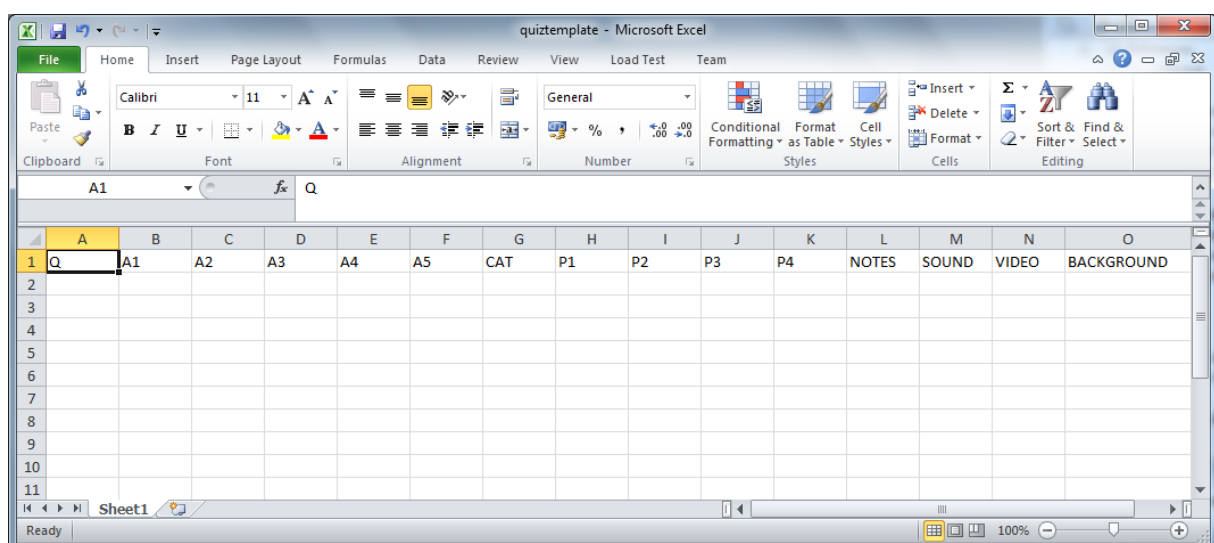
3.5 Import and export of questions

3.5.1 Excel format

QuizXpress Studio allows questions to be imported from Microsoft Excel. You may find it more convenient to enter your questions in Excel (although QuizXpress Studio also has a tabular view to enter questions quickly) or you may have a database of questions that can be exported to Excel.

QuizXpress Studio supports the Office 2007 native .xlsx file format and CSV (comma separated text file) format. The .xlsx format is the preferred format as it has less issues with localization, special characters etc.

To define your questions in Excel, open the preinstalled template *quiztemplate.xlsx* (you can find this file in the QuizXpress installation folder). You can also open the template from the backstage menu, on the 'Import' section. You will see the layout as shown below:



The first row is mandatory and must follow the heading names as below:

Column	Description
Q	Column to contain the question text
A1-A7	Columns to contain the answers for multiple-choice. The correct answer must be in the A1 column, the system will shuffle the answers for you. You can leave all A* columns empty for an open question, fill in only A1 and A2 for a two-answer multiple choice question etc.
CAT	An optional category name. Imported questions will automatically be formatted according to this category. If you want to use your own category you must create that category in the quiz before importing.
P1-P4	Optional filename of a picture file. This can be an absolute (full) path to the file or a single filename if the picture file is in this same directory as the imported XLSX file. Supported file formats are <i>jpg, png, bmp, wmf, emf</i> and <i>gif</i>
NOTES	The optional quizmaster notes to add to the question
SOUND	An optional path to a sound file to add to the question
VIDEO	An optional path to an AVI video to add to the question (cannot be used in combination with P1-P4). Leave all other fields empty to get a full screen video slide
BACKGROUND	An optional path to a background image for the slide (png, jpg, bmp etc.)

Save the file in Excel and select “FILE->Import->Import from Excel” in QuizXpress Studio. This will bring up a file browser for you to select the Excel file to import.

Based on what columns you enter, QuizXpress will automatically select a matching slide layout. So, for example to get a multiple choice question with 3 answers and a video, fill in the columns Q, A1, A2, A3 and VIDEO. To get an open question with a sound fragment, a picture and a background image, fill in the columns Q, P1, SOUND and BACKGROUND.

By default all slides are created as quiz questions. You can however specify the type of the slide you want to create by prefixing the text in the Q column with one of the following identifiers:

Prefix	Description
{Q}	Create a normal question
{T}	Create a test question
{W}	Create a wager slide (you must also specify two or more percentages)
{B}	Create a (static) billboard slide
{A}	Create an audience response slide
{D}	Create a demographic slide
{L}	Create a last-man-standing slide

So for example the text “{A}Do you like this quiz night?” imports an Audience Response slide with the text: “Do you like this quiz night?”

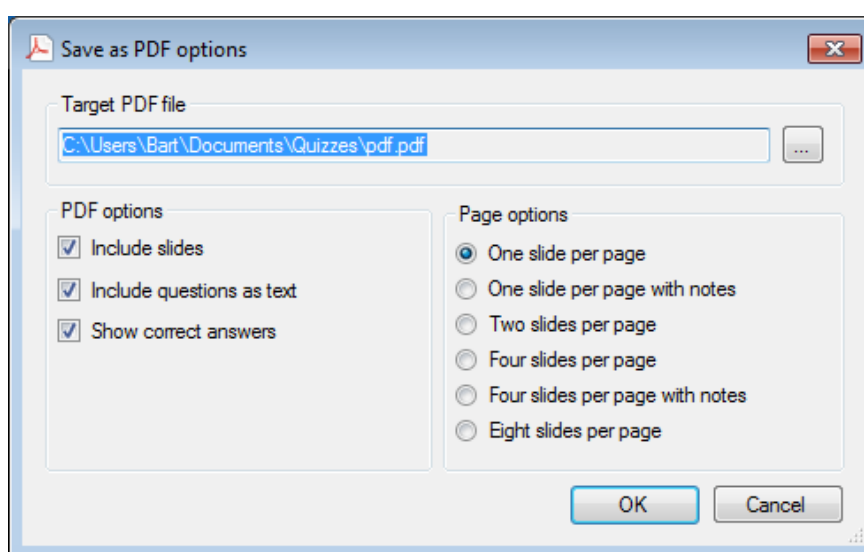
Sound and video, inserted in your slide by using the SOUND and VIDEO columns, are normally embedded, meaning that the entire contents of the sound/video file are stored inside the quiz file. This may result in large quiz files. To prevent this, you can prefix the values in these columns with ‘{L}’ to indicate you want to link the media files. For example you can use: “{L}C:\Users\Public\Videos\Sample Videos\Wildlife.wmv”

You can also add rounds to your quiz by adding multiple worksheets to the Excel workbook. In this case, for each worksheet, a quiz slide of type ‘billboard’ will be inserted into the quiz, containing the

name of the worksheet. So assume you have two worksheets, 'Round 1' and 'Round 2' with each worksheet containing ten questions. When importing the Excel file into QuizXpress Studio, you will get a quiz containing: a billboard with the text 'Round 1', followed by ten questions, followed by a billboard with the text 'Round 2', again followed by 10 questions.

3.5.2 Export to PDF

QuizXpress Studio allows you to export your questions in PDF format. This PDF file can be printed or can be sent to your customers to give them a preview of the quiz. Also your quizmaster may be interested to receive a printout prior to the game show. The PDF export is available from "FILE->Export->Export to PDF". (Note: this option only available in the Pro/Ultimate editions). The PDF export offers the following options:



Field	Description
Target PDF File	The PDF output file. Use the [...] button to browse to a folder/file
Include slides	Toggle to include images of the slides
Include questions as text	Include a textual overview of the questions and answers
Show correct answers	Include the correct answers in the output.
Page options	Allows you to combine multiple slides on one page

Note: to be able to read PDF documents on your computer you need the Adobe PDF reader available for download at <http://get.adobe.com/nl/reader/>

3.5.3 XML format

The xml format is primarily used to migrate quizzes between different (incompatible) versions of the software. It can however also be used by third party tools to import data from the Quiz Show software.

3.6 Adding multimedia content

Multimedia content makes your game show more entertaining. QuizXpress supports the use of pictures, sound, and video. Adding this multimedia content to a quiz is as simple as selecting a file from disk. This chapter discusses how to work with this multimedia content.

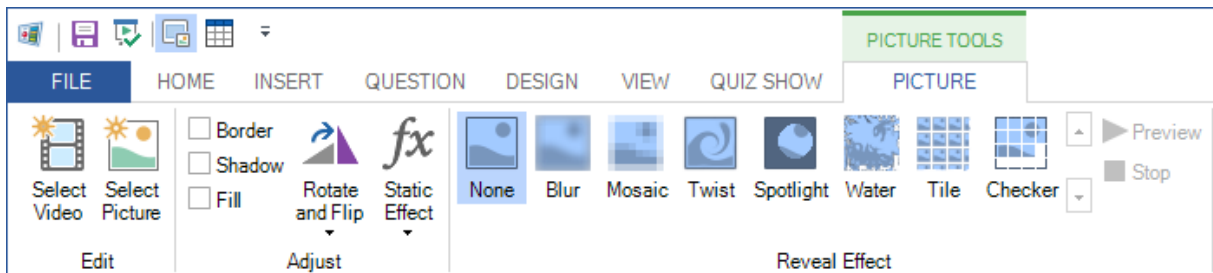
3.6.1 Pictures

3.6.1.1 Inserting a picture

There are several slide formats that contain placeholders for a picture:



To fill the place holder with a 'real' picture click on the placeholder to select it after which the 'PICTURE' contextual ribbon tab will appear



Here you can click 'Select Picture' to open a file browser for you to select any of the supported image file formats from disk. After that you can set the picture's properties and apply effects/static transformations.

3.6.1.2 Applying effects

One of the properties of a picture within a question is 'Effect'. When a value is chosen for this property in the property grid, the chosen effect will be applied to the picture during the time of the question. When starting the question, the effect will be applied fully. So in this case it is very difficult to see what is shown in the picture. As the time of the question reaches towards 0, the picture will slowly return to its original state. Effects can be previewed by selecting the picture and subsequently clicking 'Preview'.

See the following picture sequence for an example:



Different stages of a 'Twist' effect.

3.6.2 Shapes

You can add arbitrary shapes to your slide. Shapes can be used for various purposes. For example, you can add a large arrow to point out something on a picture you are questioning your audience about. To insert a shape, use the command *Insert->Shape* on the task pane (this command becomes visible after having selected the slide background). You are then prompted to select a shape file. By default the file browser filters for *.emf or *.wmf files. These file types contain a 'vector' format (as opposed to bitmap formats) that look good even after scaling the shape. Shapes can also take all supported image formats (png, jpg, bmp etc.) as source. You can select these other formats in the file browser. Please note that image files do not scale well and the result may look pixilated when enlarged.

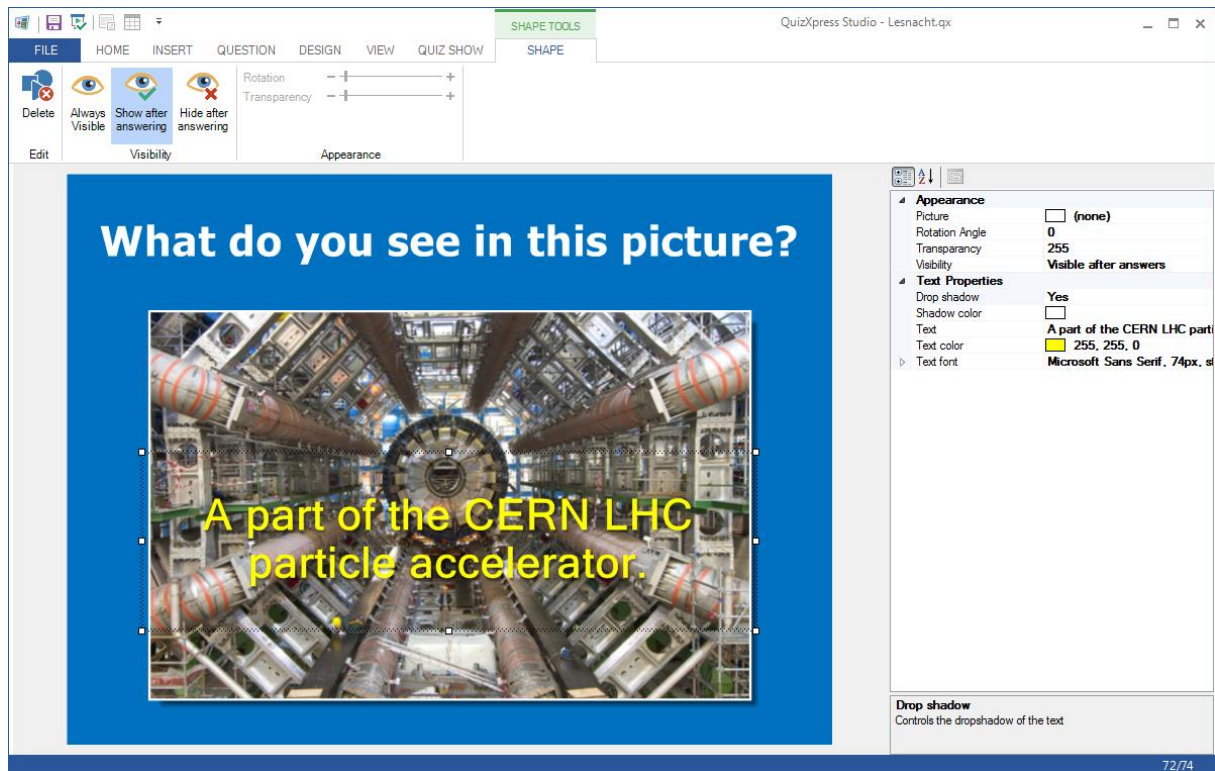
The shape element has the following properties:

Property	Description
Picture	The source picture for the shape. You can use the ... button to select another source
Rotation Angle	The angle by which the shapes is optionally rotated
Transparency	Transparency of the shape
Visibility	Visibility condition. Can be set to 'Always visible', 'Visible after answers' (hide shape until question is over) or 'Hide after answers' (show shape until the question is over).

To delete a shape, select it and press the delete key. QuizXpress ships with some default example shapes. Shapes can be created by yourself for example with Microsoft PowerPoint by saving a PowerPoint shape as a picture (right click the shape, select 'Save as picture', select *wmf* or *emf* as file format). Please note that adding many shapes or shapes that have a very big file size (like a complex *emf*) to a slide may reduce performance when rendering the slide.

3.6.3 Text shapes

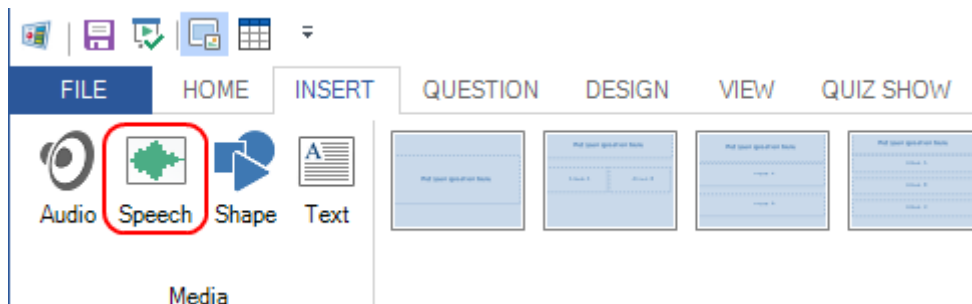
You can add an arbitrary texts to your quiz slides and their visibility can be controlled just like shapes. An example application of a 'Text' item is to show the correct answer on an open question (after the question was answered). In the following example, the visibility is set to 'Show after answering' meaning that the text will be shown as soon as a correct answer was provided or all participants answered wrong.



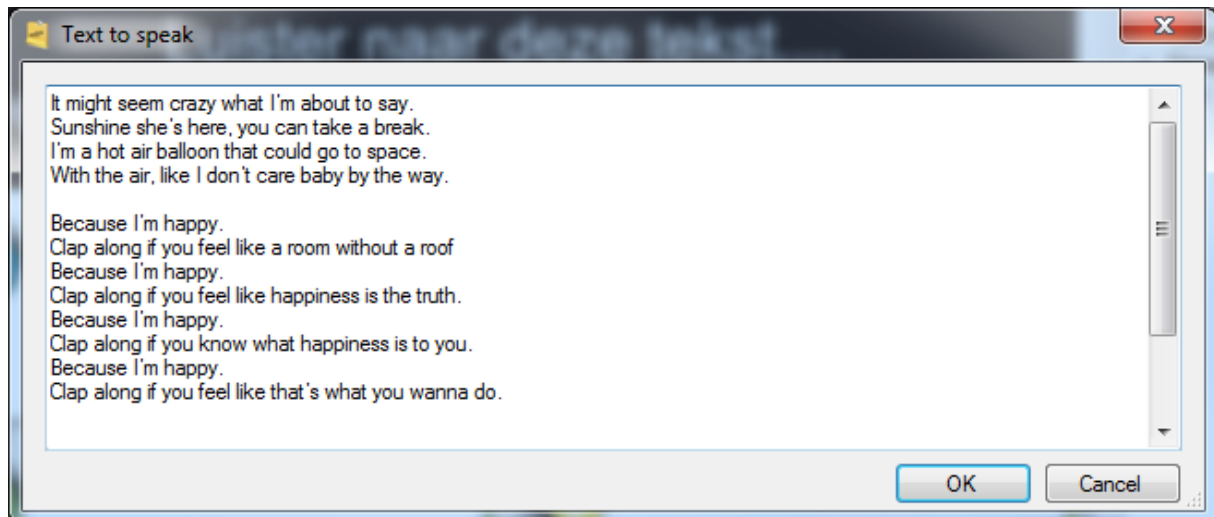
3.6.4 Speech

You can add computer speech to your quiz slides. QuizXpress uses the Windows speech synthesizer to read aloud pieces of text that you can specify. For example, you can create a question where a song-text is read aloud and the audience must guess the artist or the song.

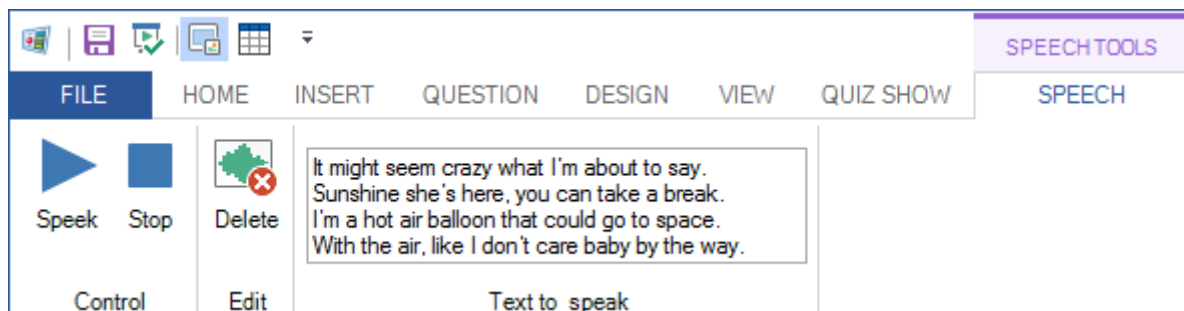
To insert a speech item, select the INSERT ribbon tab and click the 'Speech' button



Next, you'll be able to enter the text to speak:



After the speech item has been created you can change it using the controls in the contextual ribbon tab.

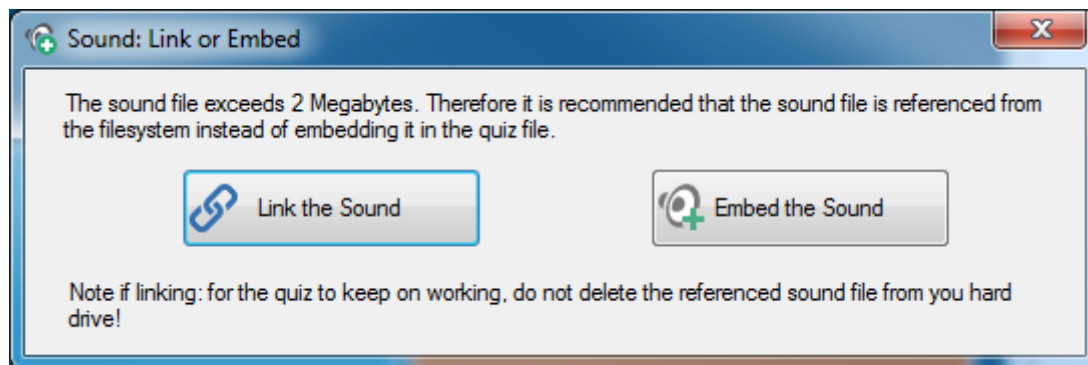


3.6.5 Sound

Sound fragments can be used for questions such as “Who wrote this song?”, “What bird is singing here?”, “What is this noise?” etc. To make things even more interesting, it is possible to alternate the speed of the sound played over time by setting the ‘Speed from’ (speed percentage when the sound start playing) property and the ‘Speed to’ (speed of playback at the end of the sound fragment) property. Likewise you can alternate the pitch of the sound.

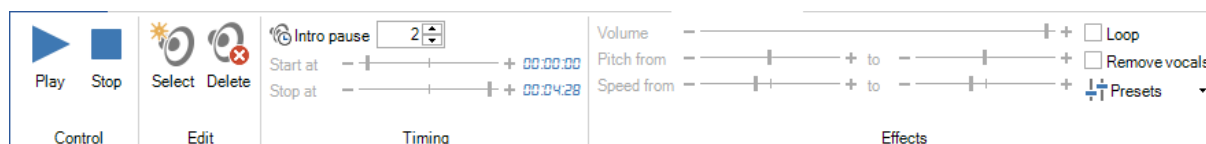
3.6.5.1 Inserting a sound file

You can add a sound fragment to a question. While showing the question, QuizXpress Live will play this sound fragment. To add a sound fragment to a quiz slide select the INSERT ribbon tab and click the ‘Audio’ button, then select a mp3 or wav file and select whether to link or embed the file:



Linking results in smaller, better manageable quiz files but you'll have to make sure all external files remain accessible, either on the original path, or in the folder where the quiz file is stored.

Once the file is inserted, the AUDIO contextual ribbon tab becomes visible to configure the various options.



3.6.5.2 Applying sound effects

There are various effects possible when playing sounds:

- Increase sound speed. This is accomplished by giving the sounds properties 'speed percentage' and 'target speed percentage' the same value in the Property Editor. This value must be bigger than 100 to speed up the sound. In order to show the properties of a sound, left click the sound icon in the design area.
- Slowdown sound speed. This is accomplished by giving the properties mentioned above both a value smaller than 100. Again, give both properties the same value. You will read why below.
- Slow speed to normal speed. In order to accomplish this, enter a value smaller than 100 for the 'speed percentage' property of the sound. This makes sure the sound starts playing slowed down. Leave the property 'target speed percentage' unchanged. Its default value is 100, meaning normal speed. The end result of this is that Quiz Show will play the sound slowly initially but as time progresses it will reach the target speed of 100 (which is the normal speed).
- Fast speed to normal speed. In order to accomplish this, select a value bigger than 100 for the 'speed percentage' property. Leave the 'target speed percentage' property unchanged.

It is possible to listen to these sound effects during creation of the question that contains the sound. In order to listen to the sound and its effects, click the 'Play' button in the ribbon or select 'Play' from the sound's context menu.

If you do not want the sound to start immediately when the question starts, use the 'Intro Pause' property of the sound to delay the playing of the sound (this gives participants the opportunity to first read the question, or gives the quizmaster the opportunity to first read the question aloud).

Note: other sounds, such as the buzzer sounds, the background music, the countdown music etc. can be configured in Quiz Setup

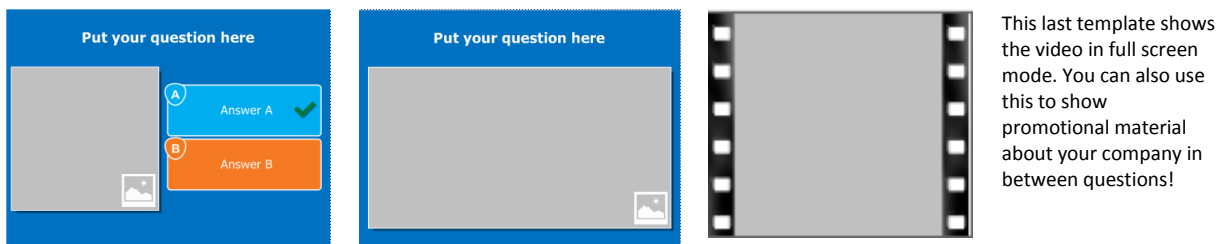
3.6.6 Video

QuizXpress also supports the use of video fragments. Video fragments can be used in questions but for example also as a means to communicate a marketing message to your audience. There is a special “full screen video” slide format that will play the selected video in full screen during the game show.

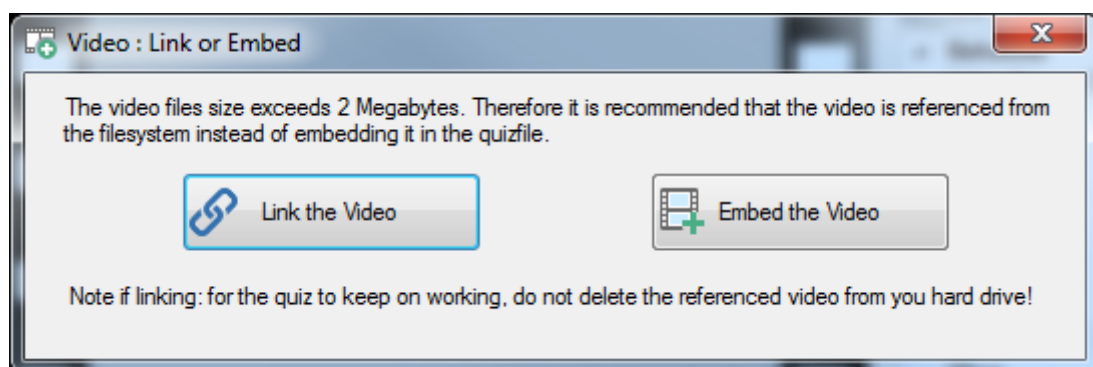
QuizXpress supports various file formats but in order to successfully playback video files in QuizXpress, the correct video CODEC (a Windows component used to stream a particular video format) needs to be installed on your system. A good pack of free codec's is the *Windows 7 CODEC pack* available from <http://www.windows7codecs.com/> (although the name suggests it's only for Windows 7, it also works for Vista and XP).

3.6.6.1 Inserting a video

To add a video to a question, first create a new question with a template that has a maximum one picture/video placeholder.



Then right click on the picture box placeholder and click ‘Select Video’ from the context menu. This will open a file dialog to select a video fragment (*.avi, *.wmv, *.mov, *.mp4, *.mpg, *.mpeg, *.flv, *.3gp, *.webm). A video can be linked or embedded.

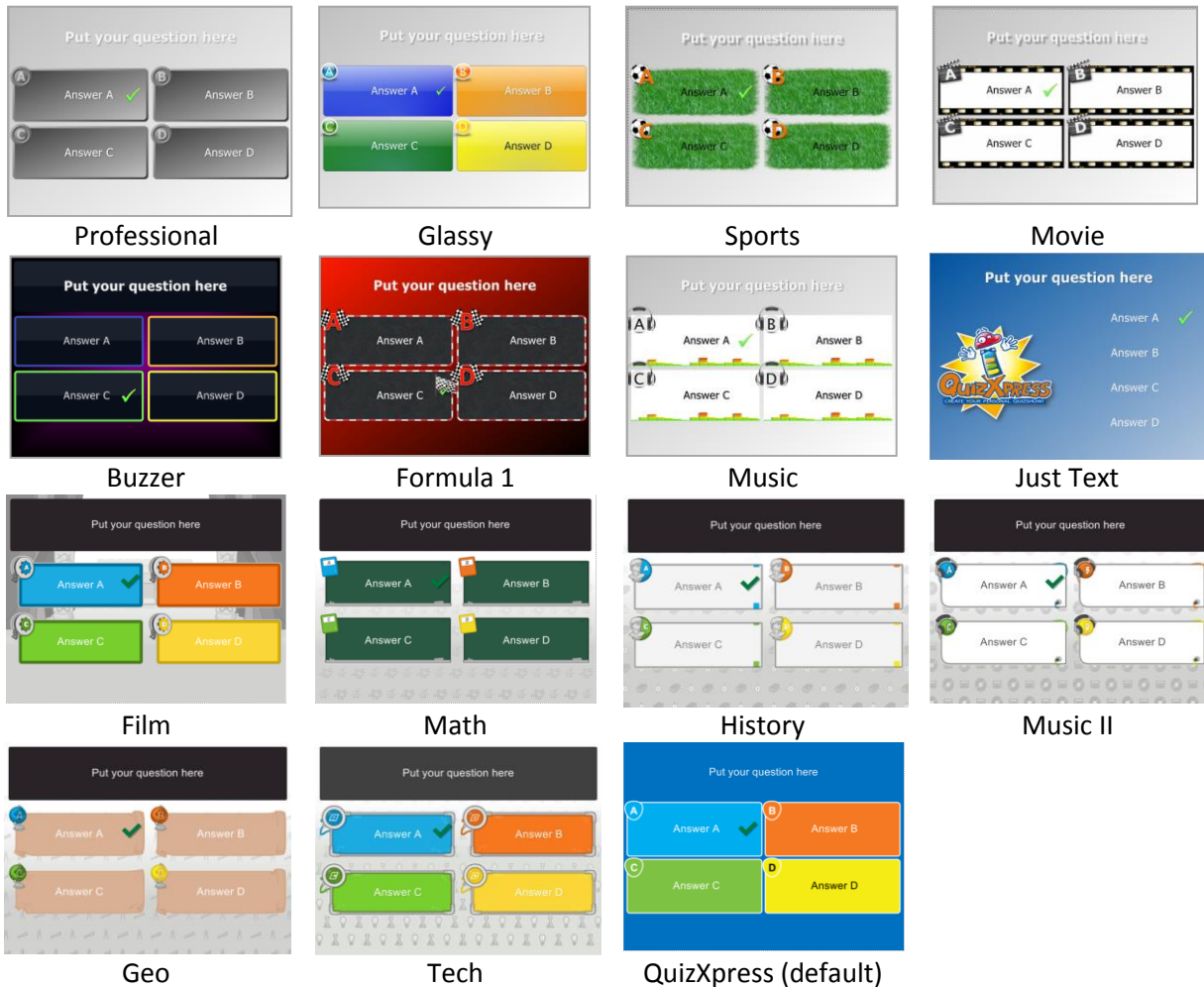


Embedding a video fragment into a quiz means the video fragment is incorporated into the quiz file. Linking a video fragment means a reference is made from the quiz file to a video on the file system. In general linking videos is recommended.

Note: when linking videos, be sure to not remove the videos from your file system. When copying the quiz to a different computer, the videos must be copied into the same folder as the quiz file for QuizXpress to locate them.

3.7 Styles

A quiz slide can be assigned various styles. The following styles are available:



You can change the slide style by clicking a style in the style gallery on the DESIGN ribbon tab or by selecting the style of your choice in the property grid (property name: Style). The changes will immediately be visible.

New custom styles can be designed in an advanced tool named StyleMaker. This tool is not provided in the installation by default. Contact us if you're interested in developing your own style definitions.

Note: the Just Text style can be used to 'overlay' the text on a custom background picture for you to provide.

3.8 Other functionality

3.8.1 HOME -> Banners

Sometimes you would like each question to have a preceding slide showing the question number and the question text of the question that will follow. This can be accomplished in QuizXpress Studio by using the 'Generate Question Banners' command which can be found under the 'Edit' menu. The 'Generate Question Banners' command automatically generates a quiz slide of type 'Billboard' before

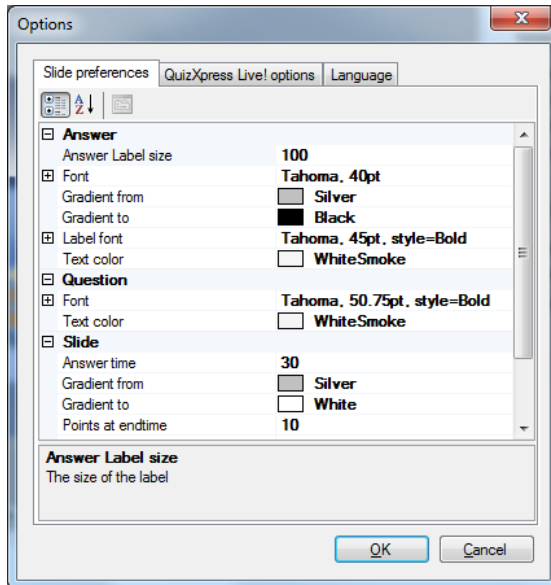
each quiz slide of type 'Question'. Each generated billboard slide contains the following text:
Question <question number of the following question> : <question text of the following question>.

3.8.2 HOME -> Shuffle

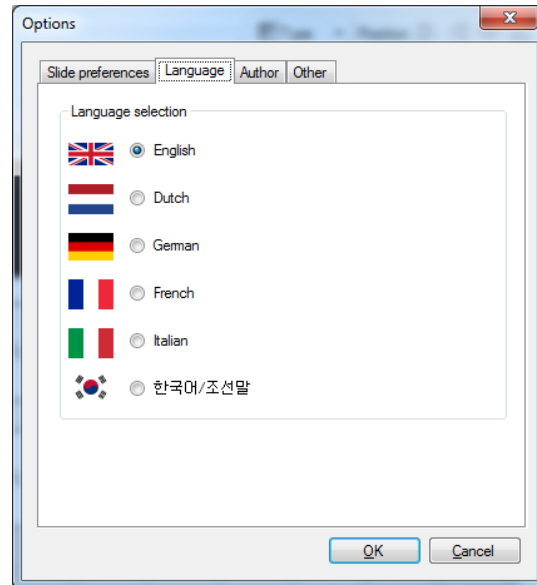
The 'Shuffle' command, present under the 'Edit' menu, shuffles all quiz slides randomly. Be aware that if you generated banners before, those will be shuffled as well so if you want to use this functionality, first shuffle, then add the banners.

3.8.3 HOME -> Options

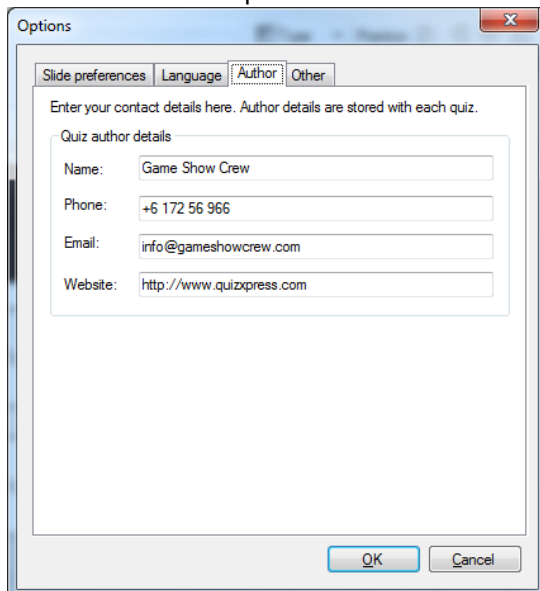
The QuizXpress Studio options dialog can be found under Tools->Options. The dialog has three pages:



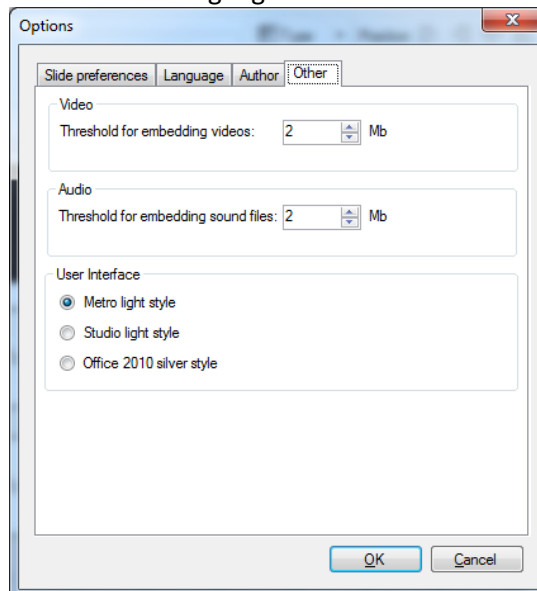
Slide preferences



Language selection



Quiz author details



Other settings

Slide preferences tab:

This page allows you to set various properties that are used as default for every new slide you create. For example setting 'Answer time' to 40 seconds here will make sure that the answer time on every new slide will be set to 40 seconds. Note: the changes made here only apply to new slides, not to existing slides!

QuizXpress Live Options tab:

This page contains options for the Quiz Show when started from within Studio. The options are:

Option	Explanation
Window options	When operating in <i>full screen exclusive</i> mode, the PC's video adapter is allocated exclusively for QuizXpress and is switched to the resolution as configured in Quiz Setup. In <i>fullscreen windowed</i> mode QuizXpress runs as a normal cooperative Windows application. The window is opened in full screen without a border and the 'internal' resolution is as set in Quiz Setup so it is best set to the resolution of your screen. In <i>windowed</i> mode, QuizXpress Live opens in a normal bordered window. You can make this window full screen by pressing the 'M' key. See 9.1 for information how to best run QuizXpress on a multi monitor configuration.
Question	Configures if you want to start with the first question in the quiz or with the current question (in Studio)
Quickstart	When enabling <i>quickstart</i> , the welcome- and countdown screens are skipped, speeding up your test cycles.
Simulate audience	Run the whole quiz as if an audience is present. Every action is simulated (the buzzers, advancing to the next question etc.). This option allows you to get a good coverage test of your quiz without having to do everything manually.

Language tab:

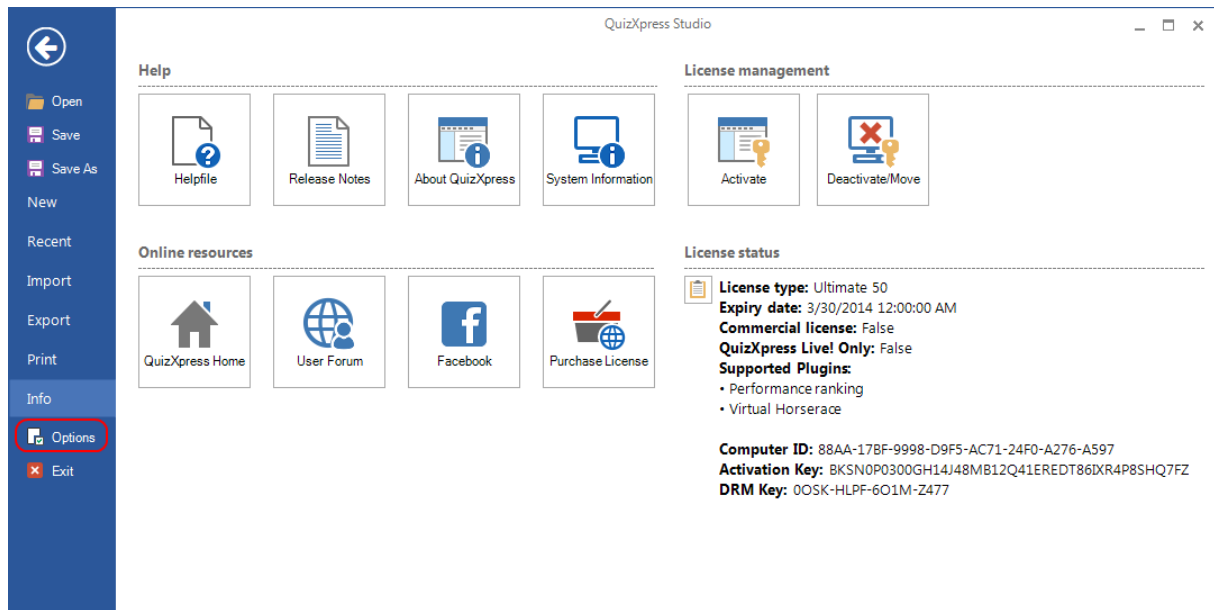
This tab allows you to set the user interface language for QuizXpress Studio and all other QuizXpress tools (stored in the QuizXpress settings file).

Other tab:

Here you can set the thresholds for embedding/linking audio and video content and you can switch between three different user interface styles.

3.8.4 FILE -> Options dialog

The entry to this dialog can be found in the backstage FILE menu:



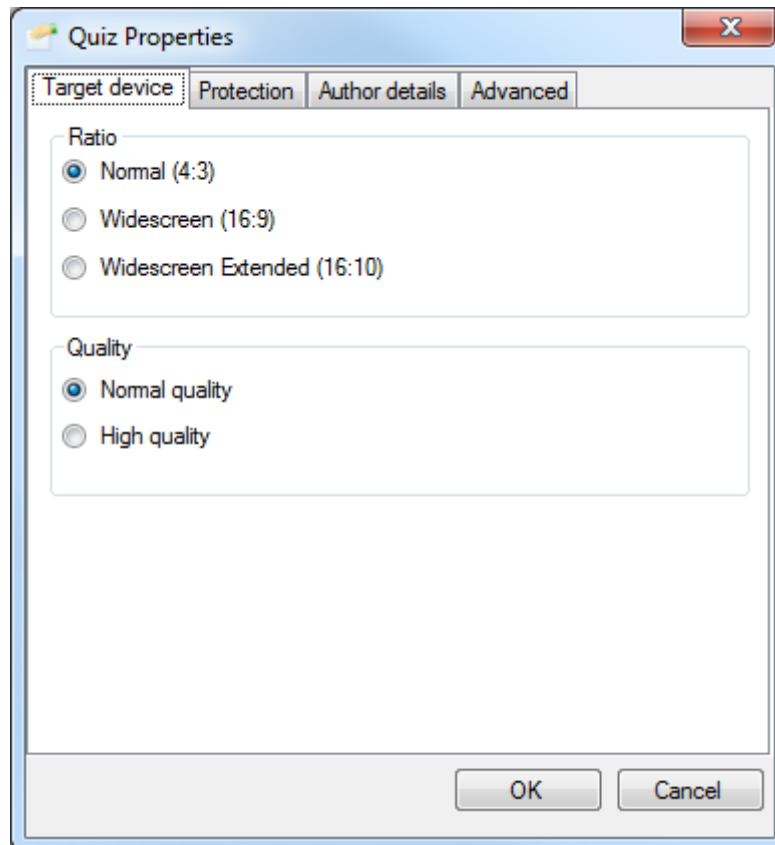
On the 'Target device' tab of this dialog allows you to set the target screen ratio and image quality of your quiz.

Note that you must set these properties *before* creating your questions as all slides will be deleted with this action. The *ratio* option is used to configure the width/height ratio of your slides to match the device you are going to present your quiz on:

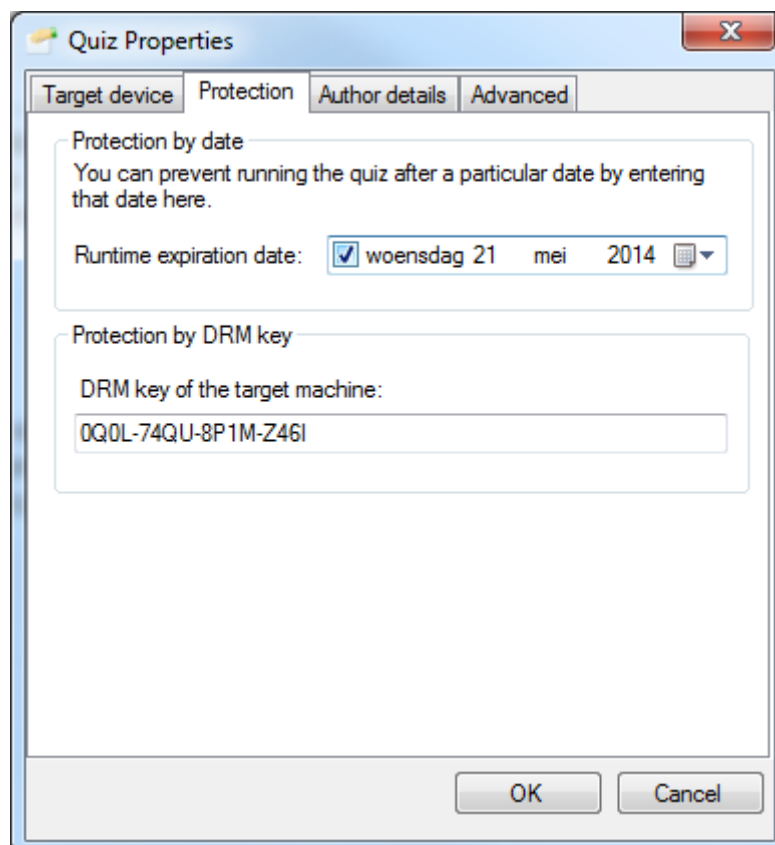


So for example if you intend to run your quiz on a Widescreen TV set use the 16:9 ratio. For a normal beamer you can use the default 4:3 ratio.

The *Quality* option controls the image resolution used by QuizXpress internally when rendering a slide in Quiz Show. You can set this to 'High quality' if you are presenting your quiz of a very high resolution device (like a full HD LCD screen) and you have a powerful video card/PC with enough memory.

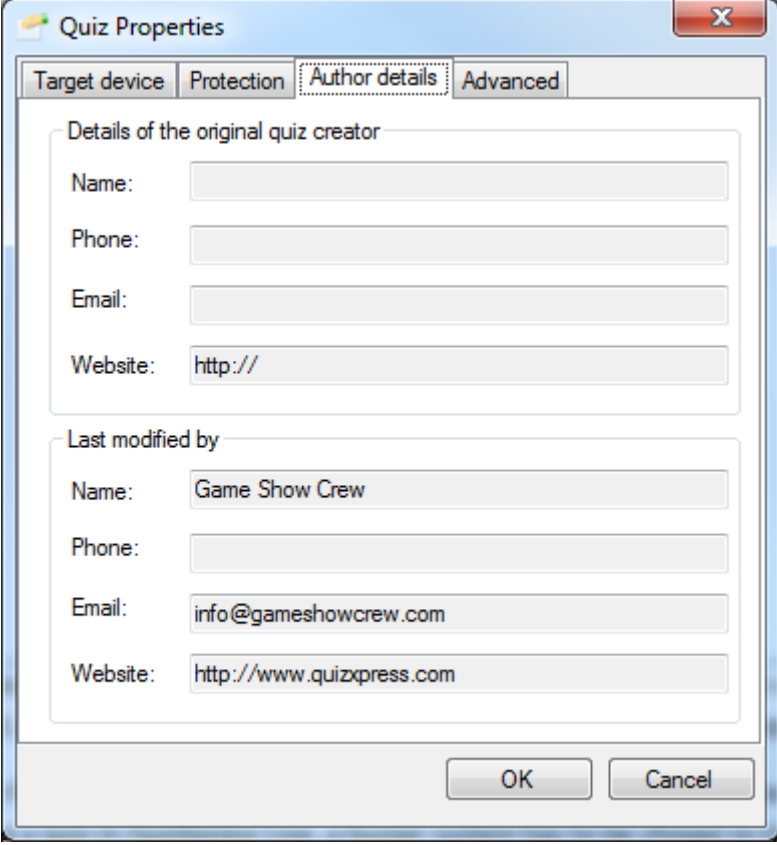


On the 'Protection' tab, an expiration date for the quiz can be set. After this date the quiz can no longer be played by QuizXpress Live



You can also protect your quiz with the DRM (Digital Rights Management) key of your target customer. When doing so, the quiz content cannot be copied/run on another machine. The DRM key of your customer can be obtained from the 'Info' tab in the backstage menu on the PC of your customer (in the License Info section).

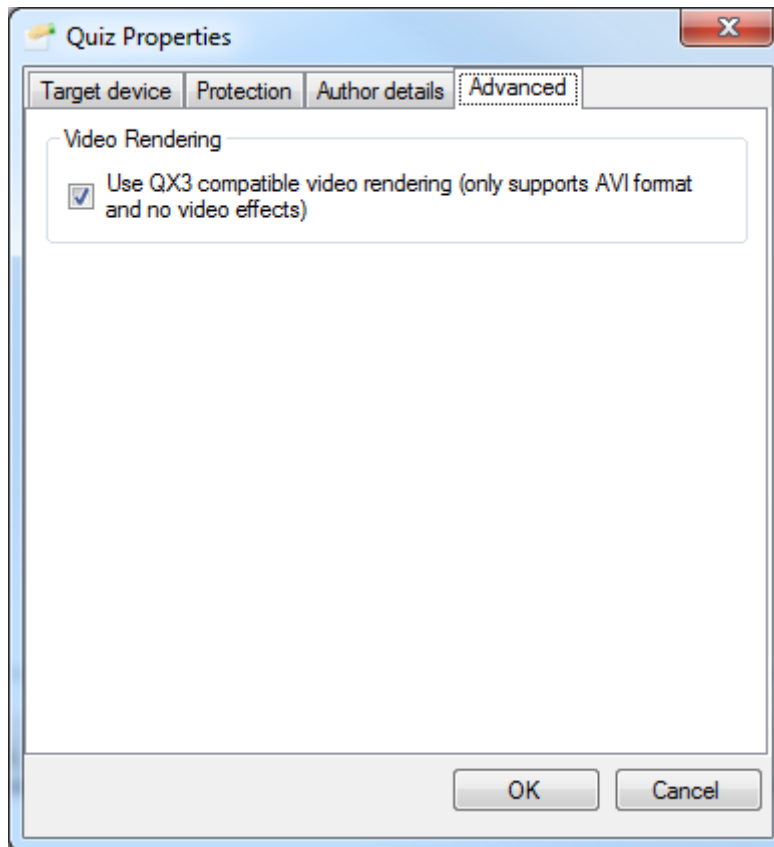
The Quiz Author details section shows the history of the quiz file. It shows who originally created the quiz and who modified it last. These details are used for example when a quiz file expired and your end user is presented with contact details to obtain a recent update.



The image shows a 'Quiz Properties' dialog box with four tabs: 'Target device', 'Protection', 'Author details' (which is selected), and 'Advanced'. The 'Author details' tab is divided into two sections. The first section, 'Details of the original quiz creator', contains four text input fields: 'Name' (empty), 'Phone' (empty), 'Email' (empty), and 'Website' (containing 'http://'). The second section, 'Last modified by', contains four text input fields: 'Name' (containing 'Game Show Crew'), 'Phone' (empty), 'Email' (containing 'info@gameshowcrew.com'), and 'Website' (containing 'http://www.quizxpress.com'). At the bottom right of the dialog are 'OK' and 'Cancel' buttons.

Your own quiz author details can be entered in the 'Options' dialog (available on the HOME ribbon).

And finally the Advanced tab allows you to set advanced properties for the quiz.



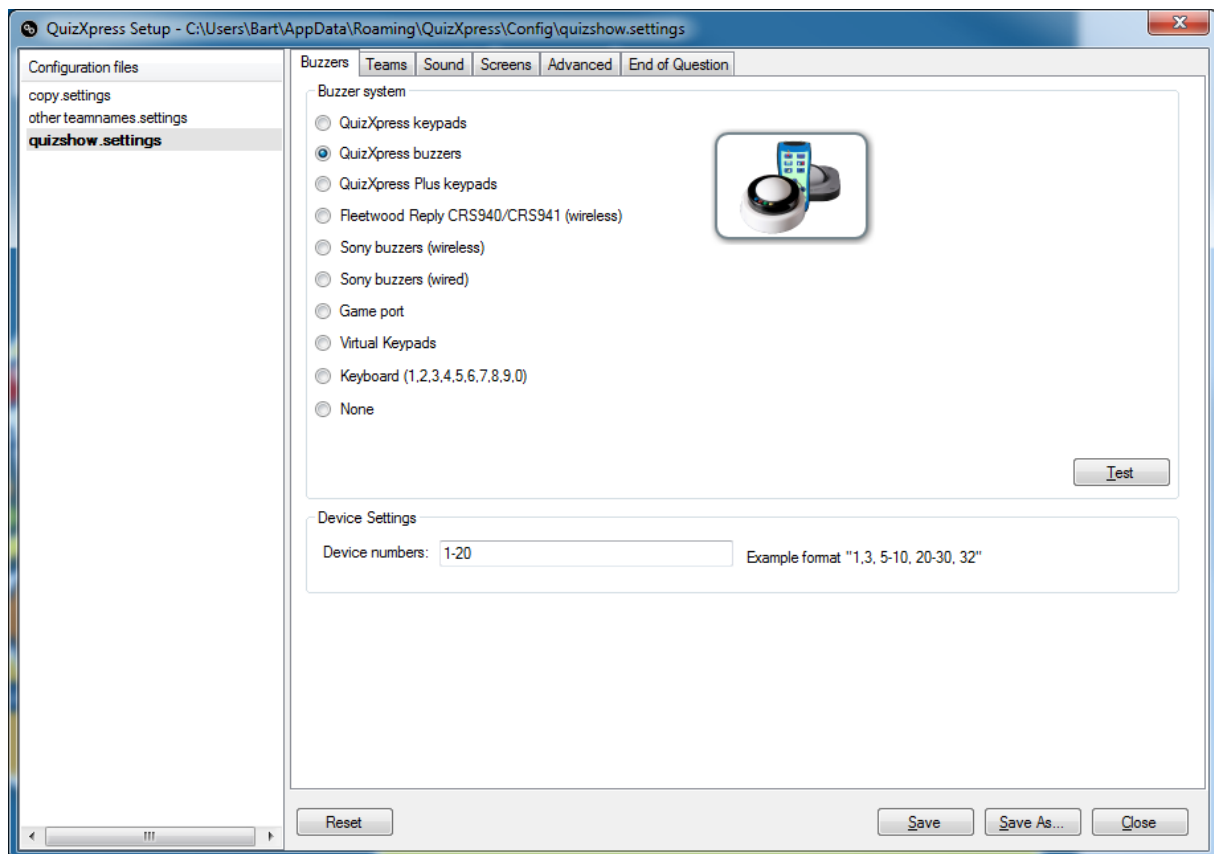
'QX3 compatible video rendering' indicates that the system will use the video system that was present in QX3. The reason you may want to use this is that it possibly performs better on low end systems like Netbooks. The drawback is that it will only support the AVI format and you cannot use video effects. This setting applies to the whole quiz so be careful not to use any other video formats in your quiz (if so, a warning will be generated when starting QuizXpress Live).

4 Setting up the game show with QuizXpress Setup

The previous chapter described how to design a quiz in QuizXpress Studio. The next step is to 'run' the quiz in QuizXpress Live. Before you can do this however, there are some aspects of the game show that you may want to change. Some examples of this are: the team names, the team avatars, the buzzer sounds, the welcome screen captions and the slideshow pictures.

The Quiz Setup program can be found in the Windows 'Start' menu or in the 'External Tools' menu of Studio (HOME ribbon).

Quiz Setup allows you to manage multiple settings files. In the list view on the left of the user interface you can see the available configuration files. The one in **bold** is the active file meaning that these settings will be used when running a production quiz. You can change the active file by right clicking it and selection 'Activate' from the context menu. To load a file, double-click it or select 'Load' from the context menu.



By clicking 'Reset', the system reverts to the default configuration. Note that you'll always have to select a buzzer system before you can use any functionality.

By clicking the 'Save' button the current settings file is saved to disk.

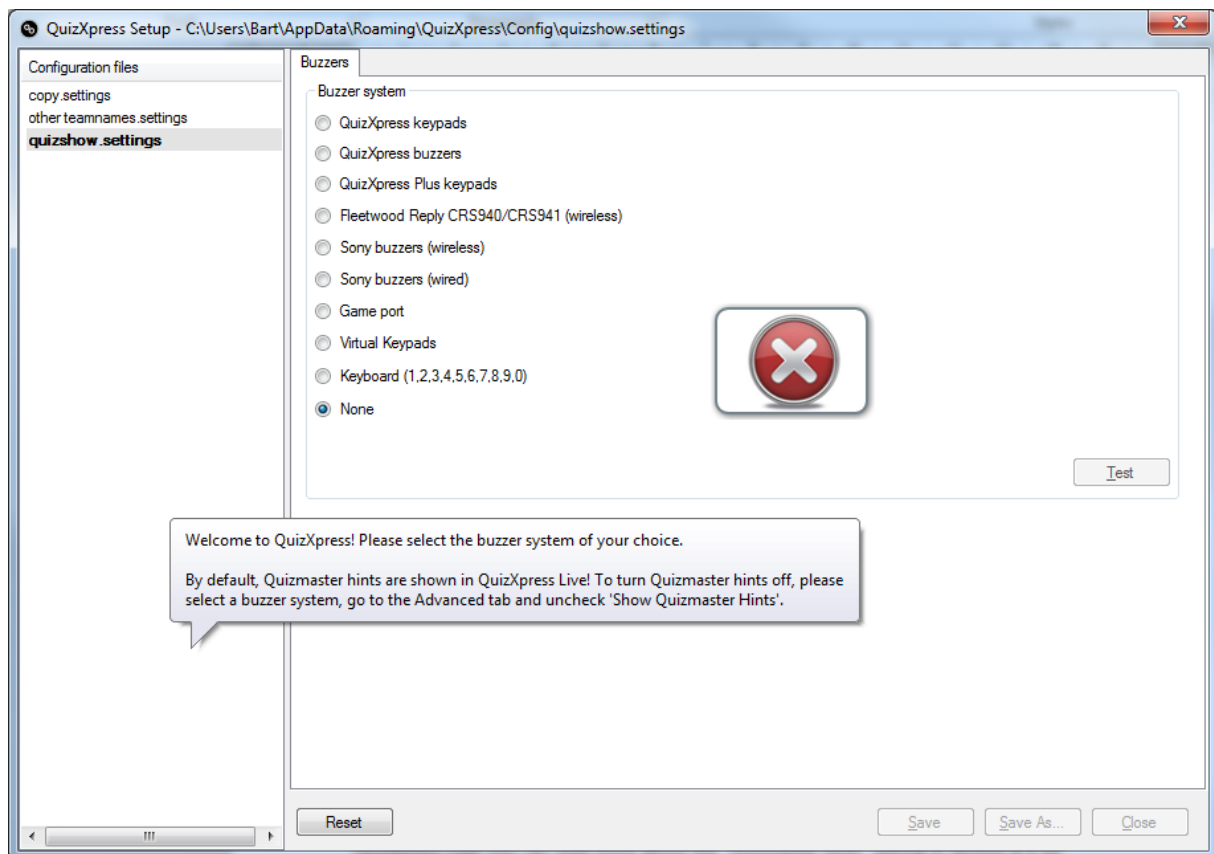
By clicking the 'Save As...' button, the current settings file can be saved using a different name.

There are several tab pages on which the various settings can be changed. In the following chapters you can find a description of each page and its settings.

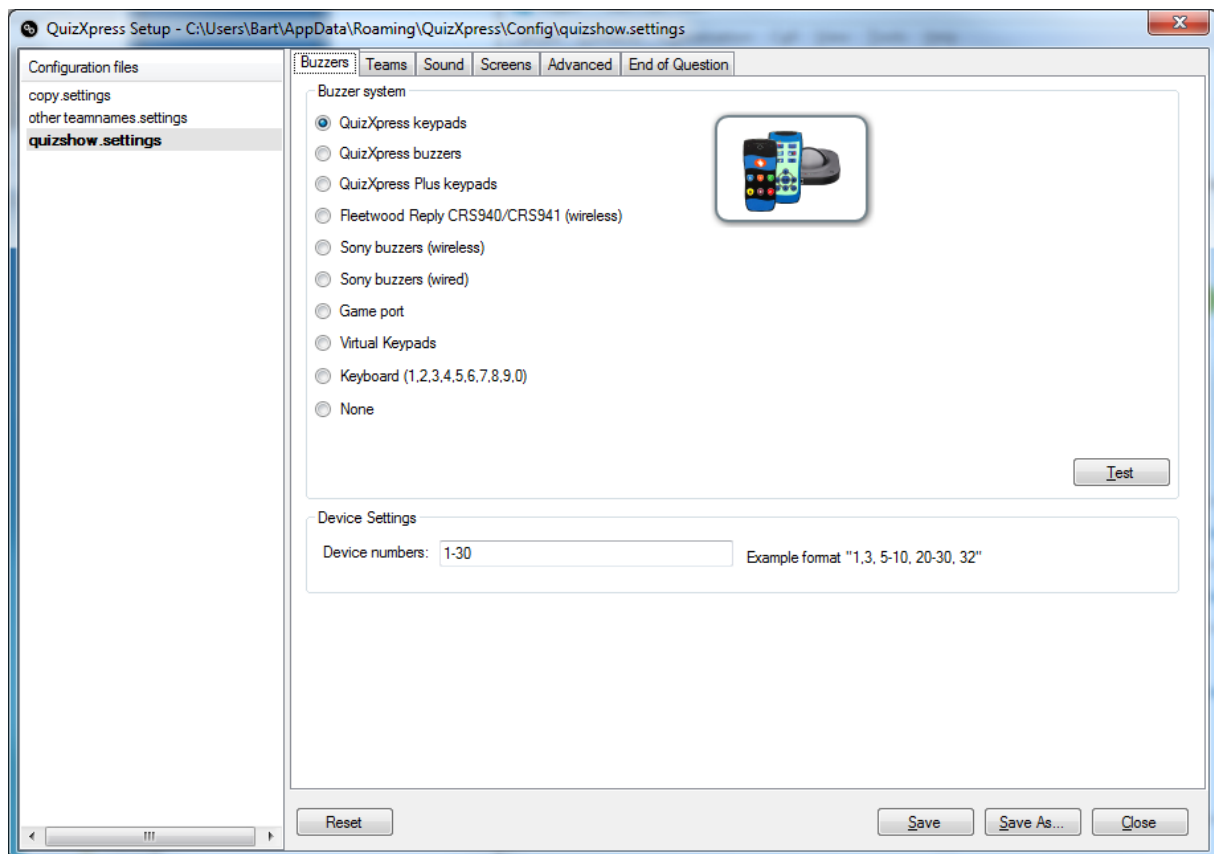
4.1 Setting up the buzzers – the 'Buzzers' tab page

QuizXpress is designed to operate with different Buzzer types. Please find below a description of the buzzer types that can be used, which can be configured on the 'Buzzers' tab page of Quiz Setup.

When starting Quiz Setup the first time after installation of QuizXpress "None" is chosen as the buzzer system. Before running a quiz in QuizXpress Live, a buzzer system has to be chosen in Quiz Setup. This is also indicated by the help quote that is shown when first starting up Quiz Setup as indicated below.



The help quote also states that by default, Quizmaster hints are shown when running a Quiz show in QuizXpress Live You can read more about the 'Quizmaster hints' setting in section 4.5.10



Note: By pressing the 'Test' button the connectivity of the buzzers is tested. If the connection succeeds, a green checkmark is shown.

4.1.1 Multiple choice buzzer systems

QuizXpress supports a couple of multiple choice buzzers systems, which are listed in this section. Please note that the availability of multiple choice buttons enables two features in QuizXpress:

- The option to let people answer a multiple choice question (voting or audience response)
- The option to let QuizXpress automatically judge multiple choice answers given in case of a 'fastest finger' question (first to buzz in answers). Please note that this choice is optional. It is also possible to let the Quizmaster judge multiple choice answers given. This can be indicated in Quiz Studio by setting the 'auto judge' flag of a Quiz slide.

4.1.1.1 QuizXpress basic keypads



The keypads of this system have six multiple choice buttons and one fastest finger button. The base station is connected to the PC by a USB cable and has a range of 100 meters\350 feet. QuizXpress can be played with up to 400 keypads at once.

The QuizXpress buzzer system comes with a Quizmaster remote which can be used by the quizmaster to operate the quiz.

Each QuizXpress keypad has a preprogrammed unique id (as opposed to Sony Buzzers). When using QuizXpress buzzers, please add the id's of the buzzers used for the quiz to the 'Keypads:' entry field. For example if you are using keypad 1 to 10, enter the range "1-10". If you are using keypad 1,2,4,6 enter the text "1,2,3,4,6". The base station does not need to be configured.

Please refer to Appendix A for more information about the installation of the QuizXpress keypad system.

Note: When playing the Quiz, not all buzzers indicated in Quiz Setup have to be used. Before starting the quiz, a buzzer sign on screen is shown. Participating players make themselves known by pressing a key on their buzzer during this sign on screen.

4.1.1.2 QuizXpress buzzers



With the QuizXpress Buzzers you get a combination of a big button slammer and a 4 button multiple choice input device. The button has a light that turns on when the buzzer is the first being hit.

4.1.1.3 QuizXpress Plus keypads



The QuizXpress Plus keypad system is similar to the basic QuizXpress keypads but has an extended range, is four times faster and can handle up to 2000 keypads on one receiver. With the Plus system you have a range of about 350 meters due to the 4 antennas on the receiver and a polling speed of 400 keypads per second (the basic system does 100 keypads per second)

4.1.1.4 Fleetwood Reply systems buzzers



Fleetwood Reply systems delivers a variety of portable interactive audience response and electronic voting tools commonly used in meeting, training, decision making, and research applications.

QuizXpress operates with Reply® Mini Model CRS5000- and Reply Worldwide wireless keypads, together with a CRS940/CRS941 base station. The base station is connected to the PC by a USB cable. QuizXpress can be played with up to 250 keypads at once.

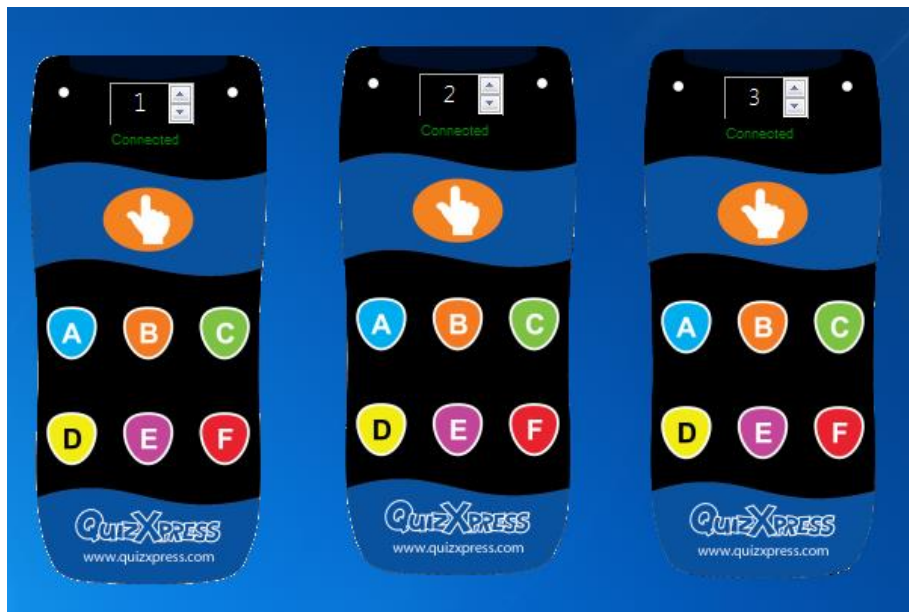
Each Reply Systems' buzzer has a preprogrammed unique id (as opposed to Sony Buzzers). When using Reply System buzzers, please add the id's of the buzzers used for the quiz to the 'Keypads:' entry field. For example if you are using keypad 1 to 10, enter the range "1-10". If you are using keypad 1,2,4,6 enter the text "1,2,4,6". Also set the channel of the base station by selecting the correct channel from the 'Channel' dropdown list.

Please refer to Appendix B for more information about the installation of the Reply system.

Note: When playing the Quiz, not all buzzers indicated in Quiz Setup have to be used. Before starting the quiz, a buzzer sign on screen is shown. Participating players make themselves known by pressing a key on their buzzer during this sign on screen.

4.1.1.5 Virtual Keypads

QuizXpress comes with a virtual, software based keypad that you can run on the same machine or on other machines in the network. It connects to QuizXpress Live through a TCP/IP connection. Each virtual keypad has a keypad id that you can change instantly



Note: when you start Live with Virtual Keypads configured, Windows may ask you for a confirmation to open a port on the local firewall.

With the Virtual Keypad it is very easy to test you quiz, even if you don't have any real hardware.

4.1.1.6 Sony Buzz™ buzzers



QuizXpress also works with Sony Buzz buzzers. The system works with both the wired and wireless versions of these buzzers.

Please note that the wireless version of these buzzers is designed to operate within a distance of approximately 8 meters (26 feet) maximum. QuizXpress Home edition works with a maximum of 12 wireless Sony Buzz units. The QuizXpress Pro edition has no limit although in practice

no more than 16 have been used due to practical limitations (one receiver per 4 buzzers, distance limitation).

One USB receiver is used for 4 wireless Sony buzzers so please keep in mind to have enough USB ports available. Also, because of the reach of the buzzers is limited, please be sure to distribute the receivers strategically inside the quiz arena if possible.

4.1.2 Non-Multiple choice buzzer systems

Next to supporting buzzers with multiple choice buttons, QuizXpress also supports buzzers containing a single button (sometimes also referred to as ‘slammers’). With these buttons the focus really lies on the fastest finger aspect of the game: the one who slams first answers. In this case the quizmaster always judges the answer (automatic judgment is not possible as no multiple choice buttons are present).

4.1.2.1 Game Port

QuizXpress also supports standard game port devices (joysticks or others controllers). Each button on a standard game port controller can act as a buzzer.

4.1.2.2 Keyboard



Next to using the buzzer systems described above, it is also possible to use the keyboard for buzzing in. The keys 1,2,3,4,5,6,7,8,9,0 correspond to 10 buzzers that can play along. When no buzzers are available, using the keyboard is a good alternative. You can also use this option for other buzzer devices that send keystrokes to the application.

4.2 Setting up teams – the ‘Teams’ tab page

There are two different ‘flavors’ of the Teams tab page, one when Sony buzzers are selected on the ‘Buzzers’ tab and one when Fleetwood Reply or QuizXpress buzzers (numbered devices) are selected.

4.2.1 ‘Teams’ tab page – Sony Buzzers

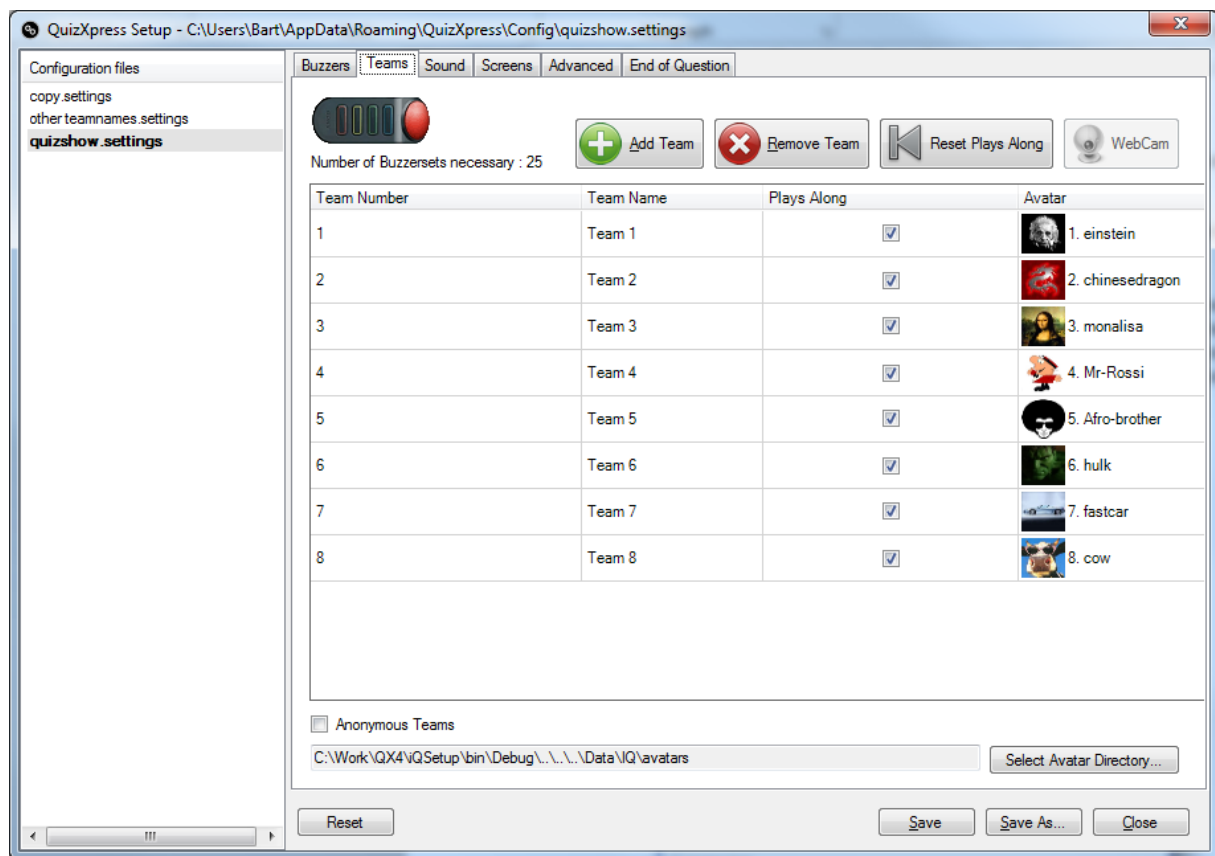
The teams tab page that is used when Sony Buzzers are selected can be found below. Functionality includes:

- Adding and removing teams
- Indication whether a team plays along in the quiz.
- Assign avatars to teams. At the bottom of the team settings page you can indicate in which folder the avatars used are present.

At the top of the page you can see how many buzzer sets are necessary given the number of teams in the list playing along.

Another feature is the ability to use anonymous teams. In this case, the list of teams\avatars will be ignored. The sign-in process (which is normally as described in 5.3.3.1) will resemble that of Fleetwood Reply buzzers (as described in 5.3.3.2). This is typically used when large amounts of Sony

Buzzers are used. In this case the normal sign-in procedure for Sony Buzzers, which associates each buzzer with a team one at a time would take too long.



4.2.2 'Teams' tab page – Reply buzzers/QuizXpress keypads

The (number of) teams when choosing all buzzers types except the Sony buzzers, is derived from the 'Keypads' string as entered on the 'Buzzers' tab. For example, when the string 1-50 is used, the 'Teams' tab will show a list of keypad 1 to 50 and the default team names *Team 1 ... Team 50*. The names of the teams can be changed in the second column of the list.

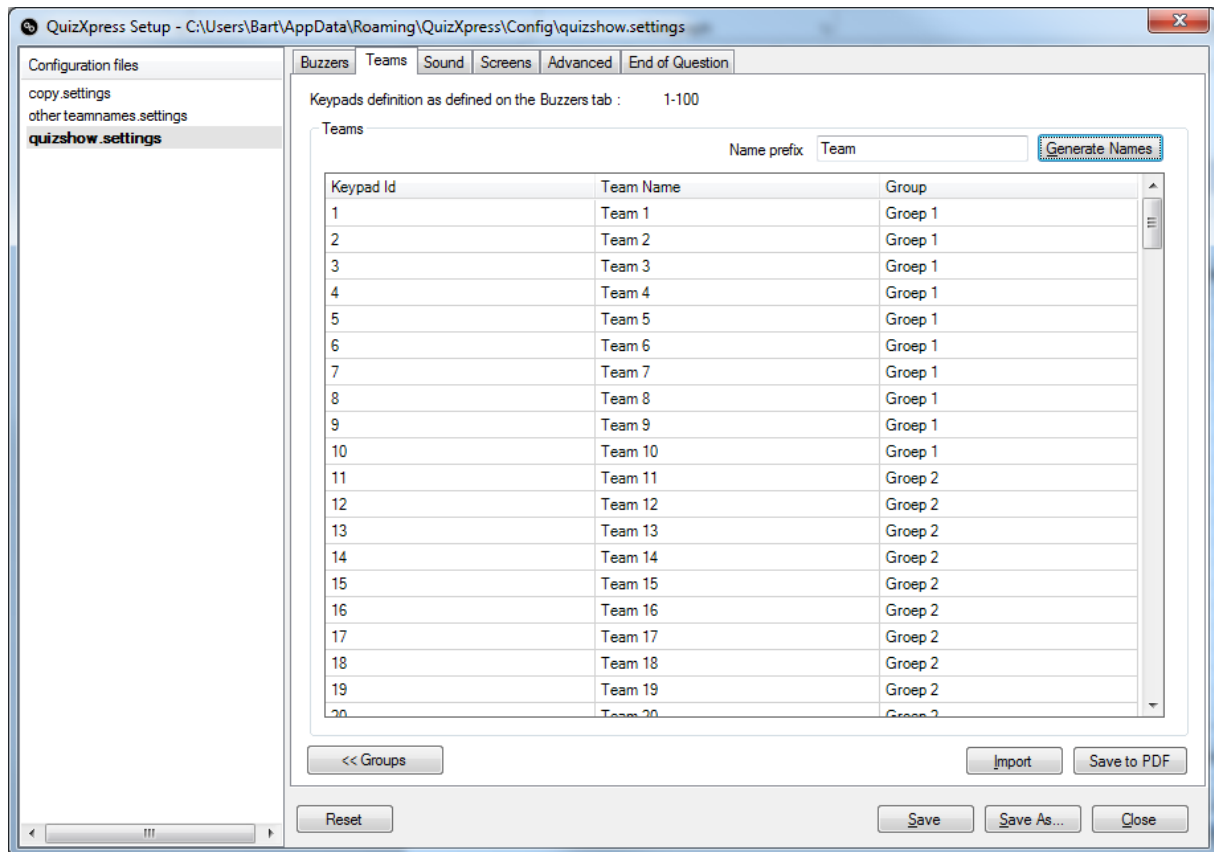
As explained before, if you would like to change the number of teams, please modify the 'Keypads' string on the 'Buzzers' tab.

Note: it's possible to use avatars in combination with Reply/QuizXpress buzzers. To do so, create images (.jpg or .gif) in the default avatar folder (c:\program files\game show crew\QuizXpress\Data\IQ\Avatars) with the names of the teams. For example: for Team A, create an image "Team A.jpg"

As can be seen in the picture below, various other commands are available:

- **Generate Names:** this enables you to quickly generate team names using a certain pattern, followed by an index. For example, you could quickly generate names like : team 1...team 50, player 1...player 50, participant 1...participant 50

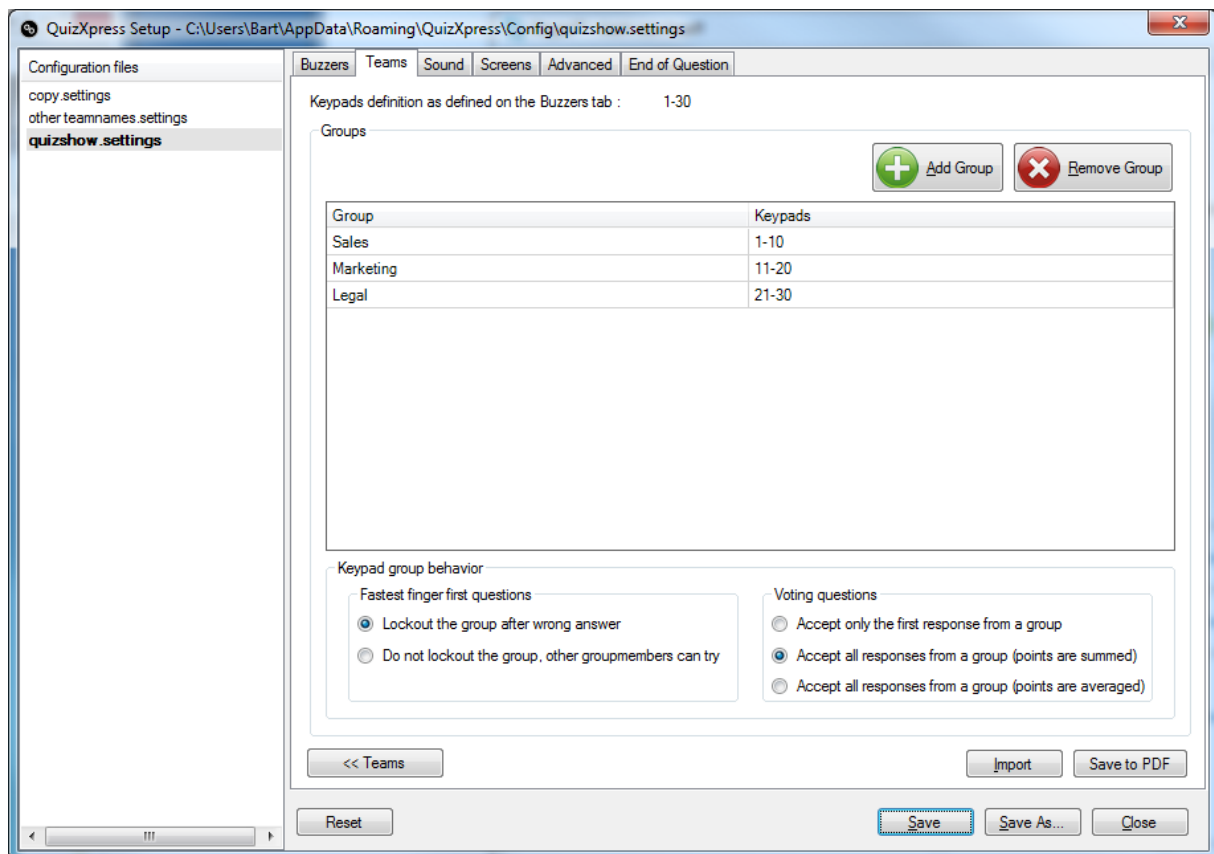
- Import: import the list team names from Excel or a text file. For Excel just put the names in the first column of the first sheet, for a text file put all names on a new line.
- Save to PDF: in order to have an overview of the teams assigned to each keypad, the list can be exported to PDF by pressing the 'Save to PDF' button
- Groups: it is possible to divide teams into groups. You can read more about this in the following section.



4.2.2.1 Grouping keypads

It is possible to divide teams into groups in Quiz Setup (alternatively, it is also possible to divide teams into groups while running a Quiz. Please refer to section 5.3.5.5 (Demographic Quiz Slides) for more information about this).

When clicking the 'Groups' button, a list is shown that enables you to enter group names and their accompanying set of keypads. Please see a picture of this below.



By pressing the 'Add button', a window appears allowing you to enter both the Group name and the accompanying keypads (by entering a keypad string). It is also possible to remove the groups.

When entering the keypad range for a group (for example "1,2,3,10-20"), a check will be done if the keypad range falls within the keypad range as defined on the 'Buzzers' tab. If this is not the case, an error message will be given.

The other settings you can change here are how groups should behave for fastest finger- and voting questions.

The options for fastest finger questions are:

Lockout	With this option enabled, only the first player in a group to respond can answer the question. If the answer provided is wrong, the whole group is locked out.
No lockout	If the first person in the groups answers wrong, another person in the group can still try.

The options for voting questions are:

Accept only the first response	Only the first answer received from the group will count and add points to the group score
Sum points	All responses are accepted and the points are summed
Average points	All responses are accepted and the points are averaged

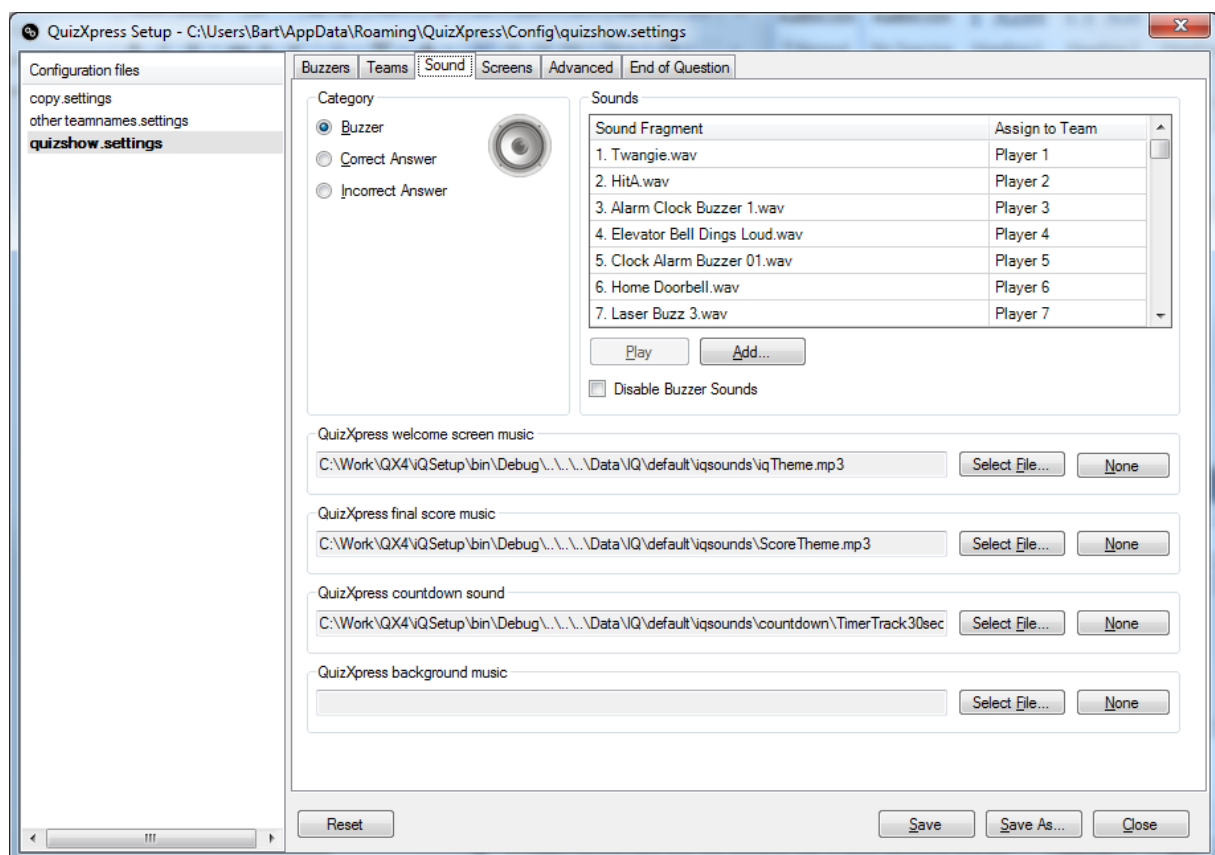
4.3 Configuring sounds – the 'Sounds' tab page

On the sound settings page you can enter various settings applicable to the sounds played during a quiz. On the left-hand side in the group box 'Category' you first choose a category of sounds which you want to change. Next, the 'sounds-list' on the right-hand side will be filled with the sounds from the category chosen.

When selecting the category 'buzzer sounds', in the list you can assign a sound to the buzzer of a specific team. You can also add your own sounds and assign these to the players/teams.

When you select the category 'Right Answer', the list on the right-hand side will be filled with sounds that are *randomly* played during the quiz when a team gives a right answer. You can include/exclude a sound by setting/removing a checkmark after it. The same counts for the 'Incorrect Answer' sounds.

When installing QuizXpress, a set of default sounds is installed for you to choose from.



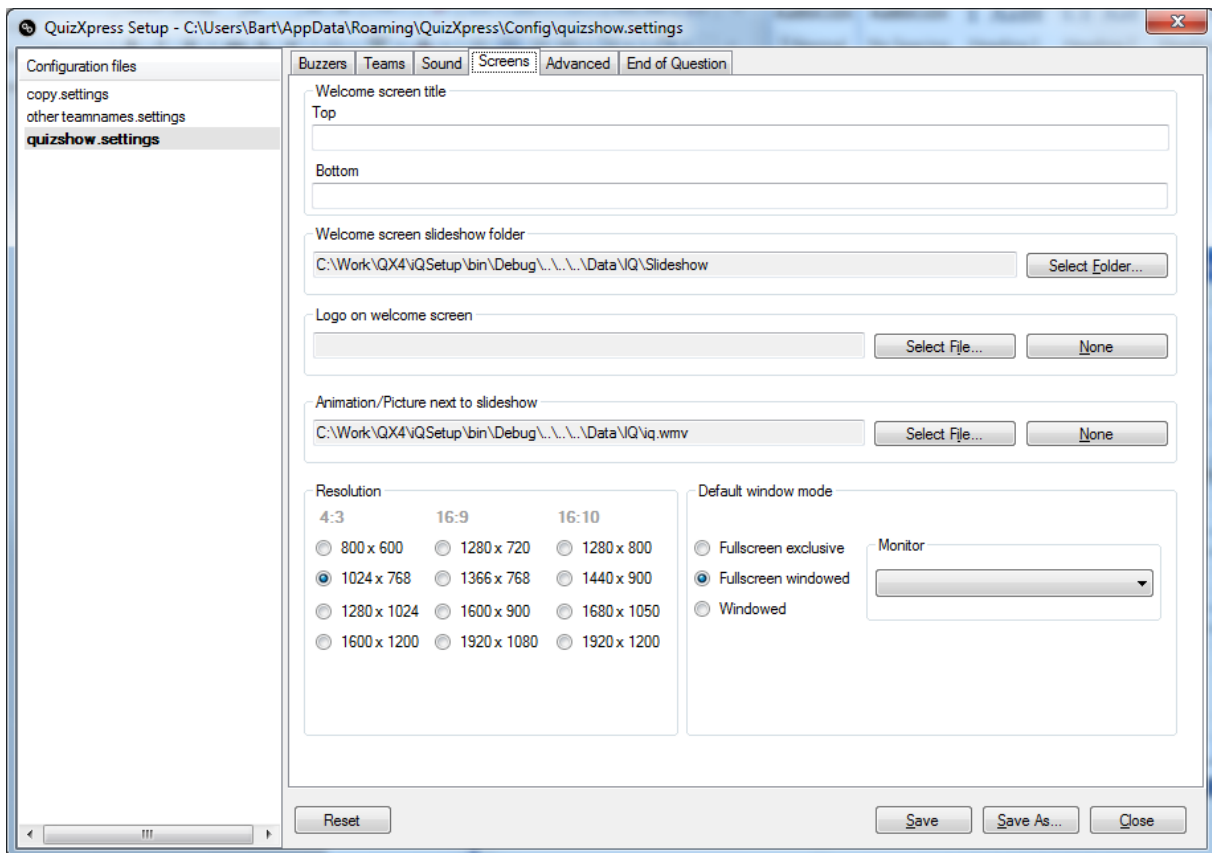
Next to setting the sounds for buzzers, correct and incorrect answers, the following sounds/music can be set:

- QuizXpress *welcome* screen music - the music played when QuizXpress starts
- QuizXpress *final score* music - the music played when the final scores are shown
- QuizXpress *countdown* sound – the sound played during the countdown
- QuizXpress *background* music – the music to fill all otherwise silent moments

Each of these sounds can be 'cleared' by pressing the 'None' button. In this case no sound will be played.

4.4 Customizing the look – the ‘Screens’ tab page

The ‘Screens’ tab page contains various settings used to customize the welcome screen. It also contains settings related to the various display resolutions/modes of QuizXpress Live



The following settings apply to the welcome screen:

- Welcome screen title, Top and Bottom: text to be displayed on top of the screen and at the bottom of the screen.
- Welcome screen slideshow folder: folder containing the pictures that will be shown in the slideshow played on the welcome screen. When installing QuizXpress a default set of pictures for the slideshow is installed.
- Logo on welcome screen: logo that is shown on top of the screen. This logo is shown next to the welcome screen ‘Top text’ (optional; pressing ‘Clear’ shows no logo).
- Animation (movie)/picture shown next to the slideshow (optional; pressing ‘Clear’ shows no movie/picture next to the slideshow).

Please refer to section 5.3.1 to see the settings for the welcome screen in action.

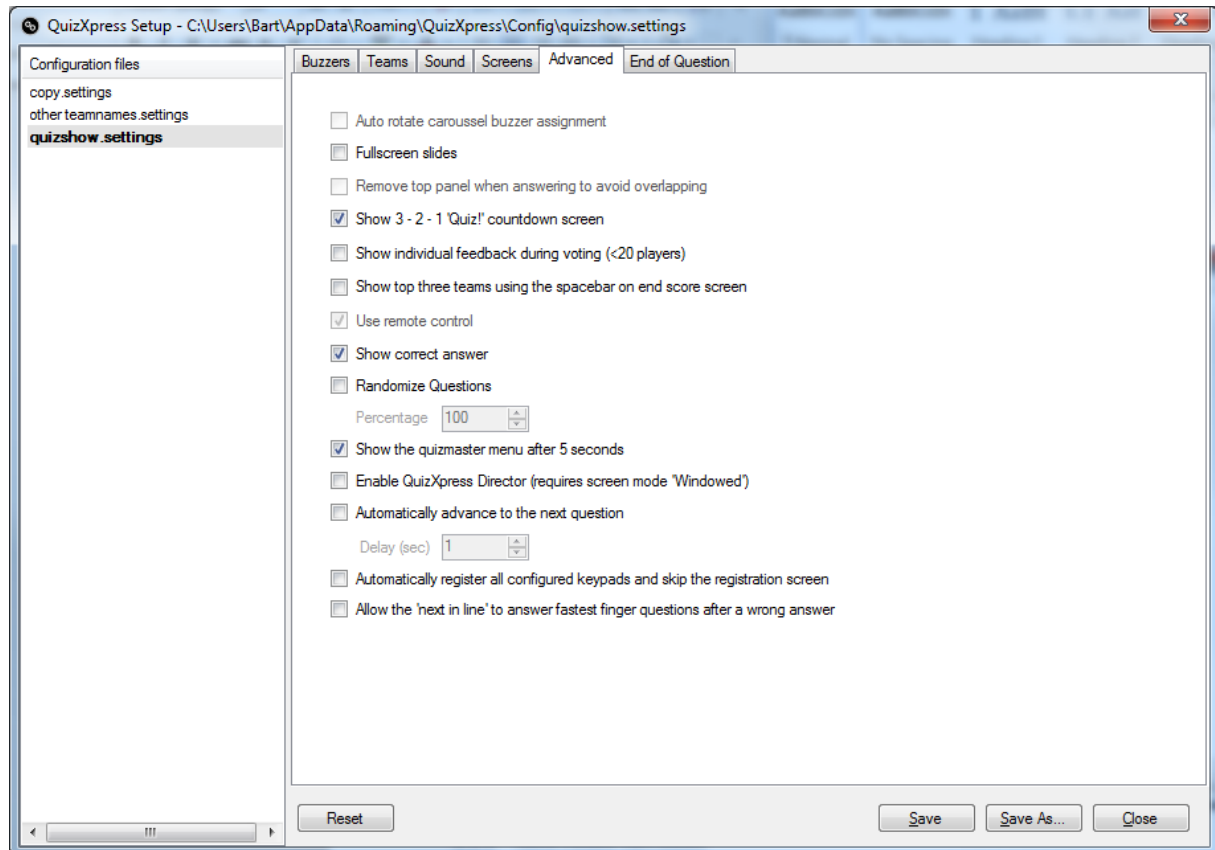
The ‘Resolution’ section displays all possible resolutions QuizXpress Live supports. The resolutions are categorized into three different screen ratios: 4:3, 16:9 and 16:10. Please see section 3.8.4 for more information about how to create a quiz with one of these screen ratios. In order to ensure optimum display of a quiz, the screen ratio of the quiz should match the screen ratio that is set in Quiz Setup.

Next to supporting multiple display resolutions, QuizXpress supports a variety of so called ‘window modes’. For a description of these modes please refer to section 9.1. On multi monitor systems,

when choosing 'Fullscreen windowed' or 'Windowed', it is possible to select the Monitor on which QuizXpress Live will be started (*please note that Fullscreen exclusive is not supported on multi-monitor systems*).

4.5 Other settings – the 'Advanced' tab page

The advanced tab page contains several advanced settings.



4.5.1 Auto rotate carousel

This setting is applicable to Sony Buzzers only. This setting indicates whether the buzzer assignment carousel automatically rotates. If not set, it will wait for each participant to press (sign in) before it rotates further.

4.5.2 Full screen slides

This option indicates to show each slide in full screen mode. By default slides 'float' on the screen, with margins on all sides.

4.5.3 Remove top panel when answering to avoid overlapping

In certain situations (open question, voting with individual feedback) the slide moves up when a player buzzes, causing the slide to overlap with the top panel. This setting causes the top panel to disappear temporarily to avoid the overlapping.

4.5.4 Show 3-2-1 Quiz countdown screen

Indicates whether a countdown animation is shown before the quiz start

4.5.5 Show individual feedback during voting (<20 players)

When this option is checked, each individual vote will be shown for questions where voting is set to 'True'. If this option is not checked, only a counter will be shown with the total number of votes received. For an example see the pictures as shown at the end of 5.3.5. This only applies when there are less than 20 players.

4.5.6 Show top three teams using space on end score screen:

When set, the final score screen does not show the top 3 players automatically but waits for the spacebar to be pressed. Pressing the spacebar multiple times subsequently shows the 3rd, 2nd and 1st place. After this a full ranking is shown.

4.5.7 Use remote control

Indicates if a remote quizmaster control is used (for the QuizXpress buzzer system this option is always enabled as this system includes a special remote control).

4.5.8 Show correct answer

If checked (default), the correct answer (indicated by a green checkmark) is shown when a multiple choice question is evaluated. If not checked, the correct answer is not shown. This enables you to tell the audience yourself what the correct answer is. Alternatively, you could use a shape (see) to override the default behavior of showing the correct answer and indicate the correct answer yourself.

4.5.9 Randomize Questions

When checked, questions from a quiz will be shown in random order. When rounds are present, the questions within each round will be shuffled. By providing a percentage, you can tell QuizXpress to only show part of the questions (in random order).

4.5.10 Show Quizmaster Hints

When running a quiz show in QuizXpress Live, multiple commands are available at different stages. Think of: showing charts, advancing to the next slide, show score overviews or judge questions. All of these commands have shortcut keys on the keyboard (or they can be operated by a Quizmaster remote).

In order to guide beginning users, Quizmaster hints can be shown during a quiz, showing all available commands once applicable. Once the quizmaster is confident in operating the system, he or she could switch this setting off (in Quiz Setup) so that the audience does not see the hints anymore.

By default, quizmaster hints are on. Please see below two examples of the Quizmaster hints as shown in QuizXpress Live during a quiz. More details about Quizmaster hints can be read in section 5.4.4 .



4.5.11 Enable QuizXpress Director

When this option is checked, Director will open immediately when QX Live starts. If this flag is not set, you can still open Director at any time with the 'D' key. (Note: only available in Pro/Ultimate versions)

4.5.12 Automatically advance to the next question

With this option you can make Live go to the next question without interference. So, if you have a batch of multiple choice questions to run against your audience without being present this is the option to use. You can also set the time in-between the questions.

4.5.13 Automatically register all keypads

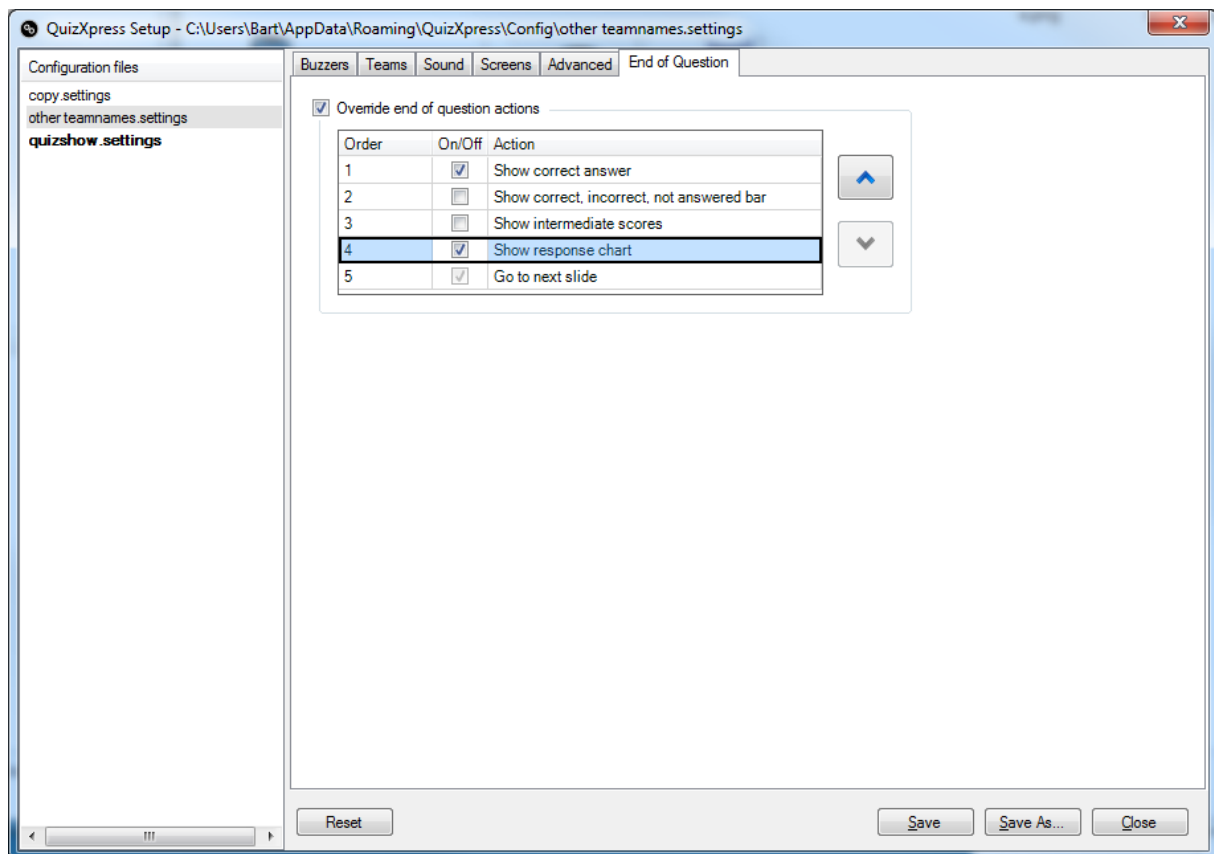
Normally the audience has to sign in at beginning of a session. This way the system knows which keypads are participating and can thus end a question when all responses have been received. If this registration process is inconvenient, you can set this flag and the system will skip the registration screen and sign in all configured keypads. So for example when you have set the device configuration to "1-100", keypads 1-100 will all be registered

4.5.14 Allow the next in line to answer

When enabled, the system will sequentially allow all players that responded to an open question (within 2 seconds from the first response) to provide an answer until a correct answer has been given. If not enabled, only the first player will get to answer, after which the system will open the floor again to all players (except the ones who already gave a wrong answer).

4.6 End of Question actions

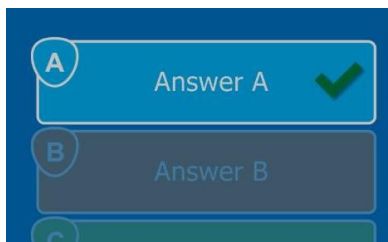
On this tab you can define the actions that are executed (and their order) when a question finished (all responses have been received/a correct answer has been given on an open question)



Normally, if the actions are not overridden, a standard sequence of actions is executed sequentially such as highlighting the correct answer, show statistics in the info panel etc. When overriding the standard actions, the configured actions are executed one by one in the set order whenever you press the OK button on the quizmaster remote control or when you press the spacebar in Live or click the 'Next' button in Director.

The following actions are available for you to configure:

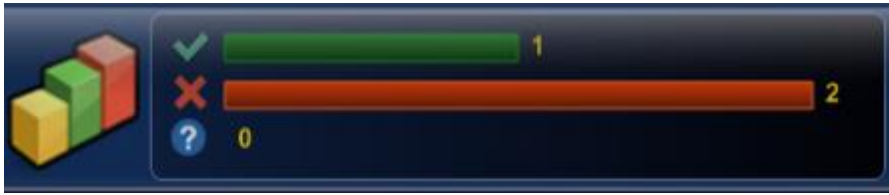
Show correct answer



This action highlights the correct answer on the slide and shows an indicator, usually a checkmark but this could be different if you use another style for your slide. You can skip this action if you want to show the correct answer otherwise (for example with a shape or a text element on the slide).

Show correct, incorrect, not answered bar

Shows the response chart in the top info bar.



Show intermediate scores

Opens the standard score screen (top 20 overview, opened with 'S' key)

Show response chart

Shows the response bar chart

Go to next slide

Advance to the next slide, this action is always on and is always executed last

4.7 Using skins

Besides the customization options described in the previous section, there is another option to change the look of many elements present in Quiz Show. By default, the installation of Quiz Show contains two so called 'skins'. A 'skin' contains aesthetic revisions of some of the elements present in the graphical user interface of QuizXpress Live.

In practice this means that for example the strips shown on top of the screen and on the bottom of the screen at the welcome screen, buzzer assignment screen and score screen can have a different look. You can also change color schemes, fonts and behaviors of various screen elements.



Business Skin



QuizXpress Skin

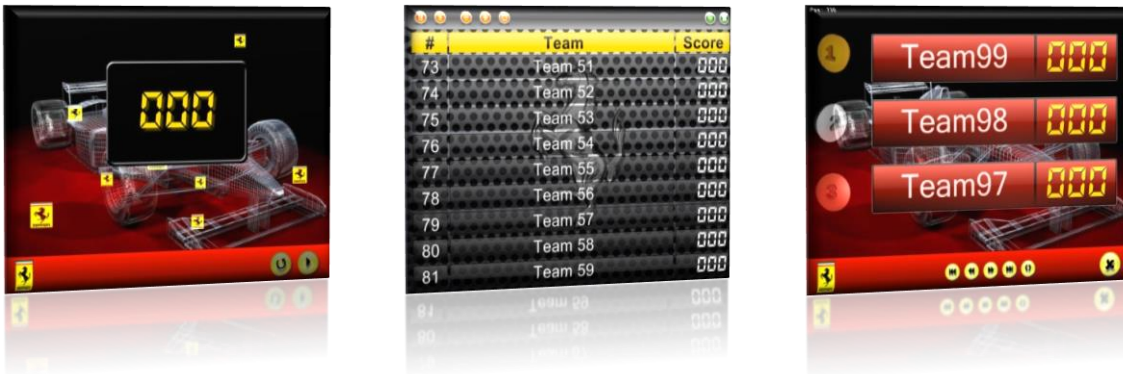
The QuizXpress skin is selected by default after installation. If you would like to use the 'Business' skin instead, please proceed as follows:

- Open the file *skin.config* in Notepad. This file can be found in the installation directory

- The first line reads: `<skins selected="QuizXpress">`. In order to change the selected skin for QuizXpress Live change “QuizXpress” into “Business”.

If you are interested in obtaining other skins, create your own skin or would like Game Show Crew to create a specific skin for you, please contact us at info@gameshowcrew.com for more information. A more detailed document is available describing all the different skinning options.

An example of some screens with a custom skin created for a F1 quiz show:



4.8 Testing your buzzer setup with QuizXpress Buzzer Test

You can use the Buzzer Test application, which you can find in the Windows Start Menu under QuizXpress, to test if the buzzers are connected and configured correctly. This application displays a grid of 256 buzzer indicators. When a buzzer event is received, it displays information about the button pressed. This application is also useful when testing the range of the buzzers in a large room.

B	2	3	A	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112
113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128
129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144
145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176
177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192
193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208
209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224
225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240
241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256

To exit the Buzzer Test application, press the *Escape* key or use the standard Windows *Alt+F4* key combination. Buzzer Test is also available under the *Tools* menu in QuizXpress Studio. During startup of Buzzer Test, the background is dark gray while connecting to the buzzer hardware, when the connection is successful, the background turns white, if there is a problem with the hardware, the background turns to red.

5 Running the show with QuizXpress Live

5.1 Using the keypads and buzzers

Before describing the Game Show software in full detail, let's first look at the buzzer types supported and how to use them.

5.1.1 Using the Sony Buzzers

Sony Buzzers come in two flavors: wired and wireless. They have four colored buttons, representing multiple choice answers A (blue), B (orange), C (green) and D (yellow), and one big red button. The red button can light up.

Within Quiz Show, the multiple choice answers have the same color as the four colored multiple choice buttons on the buzzer.



Once a question is shown within QuizXpress Live, the red buttons of all buzzers (except for the buzzers of players who were already dismissed from the game) light up, meaning the buzzers are awaiting input.

When a question is multiple choice (either fastest finger or voting; see chapter 5), a player needs to press one of the multiple choice buttons to answer the question. When a question is 'open' (which implies it is always fastest finger), the red button needs to be pressed to answer.

When a question is 'fastest finger' and a player was the fastest one to press, the red light starts blinking. When the question was an 'open question', the player can tell his or her answer to the quizmaster who will judge the answer. If the question was a multiple choice question, the player already gave his choice by pressing one of the four multiple choice buttons. In this case Quiz Show will automatically judge the answer and add/subtract points.

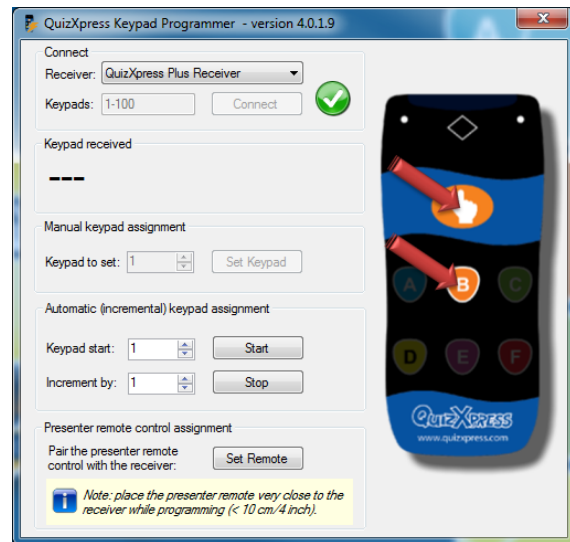
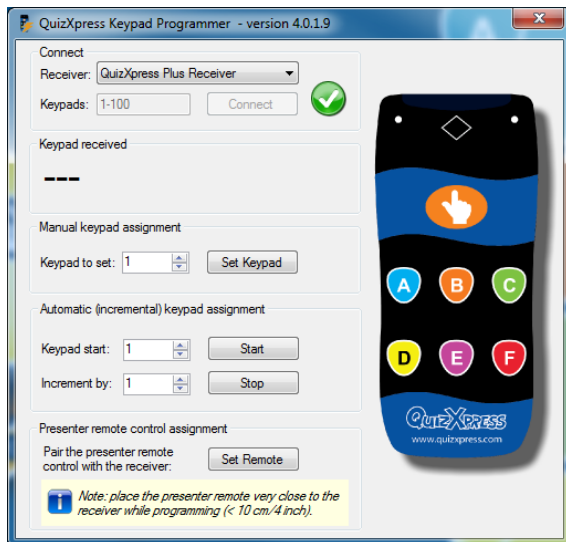
If the answer was wrong, countdown continues. The player who answered incorrectly cannot participate anymore in the answering of the current question. As a result, his or her buzzer will not light up until the next question is shown.

5.1.2 Using the QuizXpress keypads



QuizXpress keypads have six buttons and a fastest finger button. When a question is presented, pressing one of the buttons lights up the red transmission indicator light at the top right hand side of the keypad, meaning it is sending its choice to the wireless receiver attached to the computer which is running QuizXpress Live. While the red light on the keypad keeps lightning up, the keypad tries to send the choice made to the receiver. When the top left hand green light flashes, the signal was successfully processed. If the transmission was unsuccessful, the red LED flashes a few times.

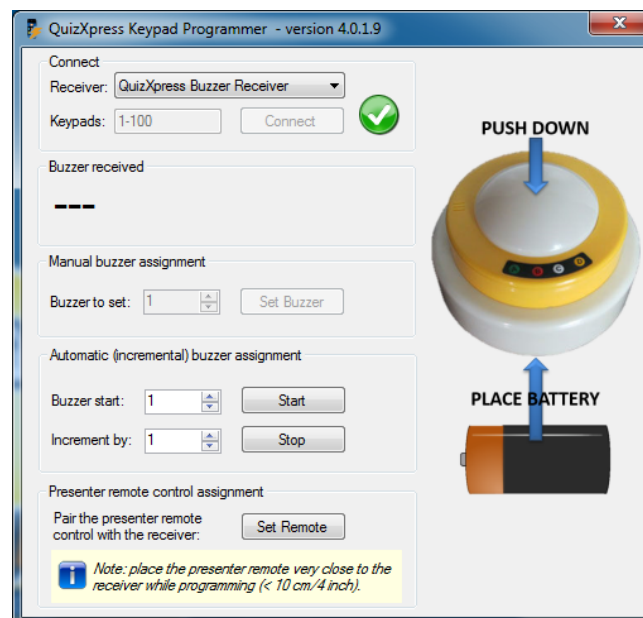
The QuizXpress keypads are paired with a single receiver and each receiver has a unique serial number (so if you want to order a backup receiver, make sure to provide the serial number). QuizXpress comes with a handy tool to pair a keypad to the connected receiver and to assign a number to the keypad. The *QuizXpress Keypad Programmer* tool can be found in the QuizXpress entry in the Windows Start menu, or under the *Tools* menu in QuizXpress Studio.



This tool allows you to program the number (id) of a single keypad or semi-automatic for whole set of keypads (you still have to press the 'hand' and 'B' button on each keypad). To program a single keypad, set the required number in the 'Keypad to set' field, click on 'Set' and with 4 seconds, press both the 'hand' and 'B' buttons on the keypad (see picture on the right).

Keypads have a unique association with the receiver and first need to be paired with their receiver. When setting the id of the keypad, the keypad is also immediately paired with the connected receiver. To pair the QuizXpress remote control, just press the 'Set' button on the programmer tool and press the *Power* and *Up* buttons on the remote at the same time.

The program the QuizXpress buzzers, you must remove a battery from the buzzer, click the 'Set Buzzer' button on the programmer tool and then place back the battery while holding down the big button:



5.1.3 Using the Fleetwood Reply Systems keypads



Fleetwood Reply Mini keypads have five buttons. When a question is shown, pressing one of the buttons lights up the transmission indicator light at the top of the keypad, meaning it is sending its choice to the wireless receiver attached to the computer which is running Quiz Show. When the light on the keypad turns red, this means that the response has not been received by the wireless receiver. In this case, the participant should retry to submit his or her answer. When the light becomes green, the signal is successfully processed.

5.2 Using Virtual Keypads

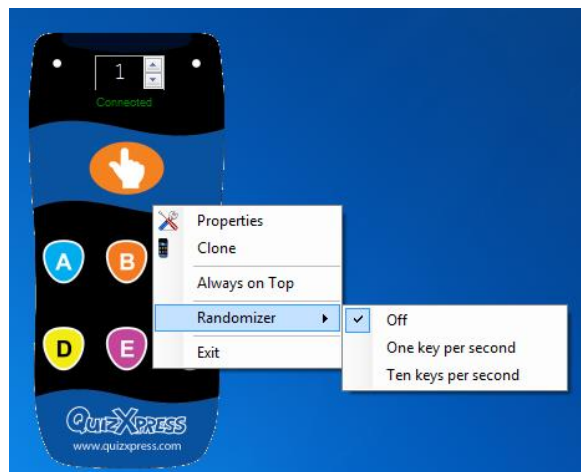
You can launch a new Virtual Keypad (VK) either from the External Tools dropdown in Studio or from the Windows Start menu, in the QuizXpress section. Once a VK instance is running it will start trying to connect to QuizXpress Live. Until it has not succeeded, the keypad buttons are grayed out.



Connecting



Connected



Virtual Keypad Context menu

Once connected you can change the keypad ID on the fly with the spinner. To get to the context menu right click the keypad. The context menu offers the following commands:

Properties	Opens the Properties dialog where you can see the server IP address and port being used
Clone	Clone a new instance. The keypad ID will increment
Always on Top	Ensures that the keypad is in front of all other applications
Randomizer	Enable/disable a mode where the keypad sends random input for easy testing
Exit	Close the Virtual Keypad

5.3 Starting a quiz

There are three ways to run your quiz:

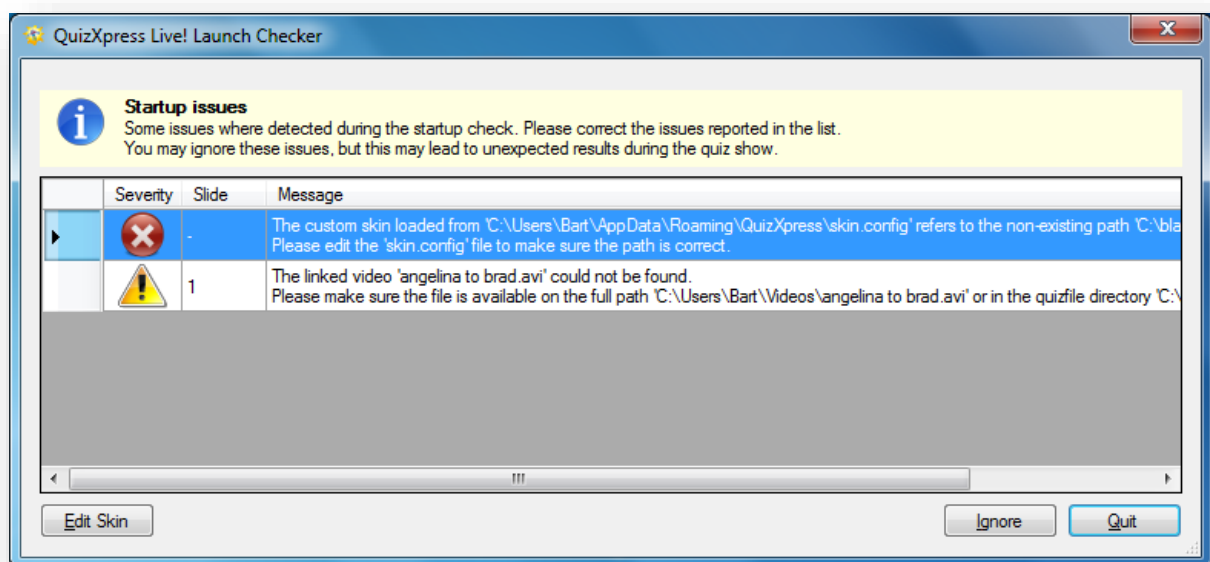
- 1) Start your quiz from QuizXpress Studio (QUIZ SHOW -> Run Production)
- 2) Start QuizXpress Live by double-clicking on your quiz file (file with the extension .qx, the file extension for QuizXpress Studio quiz files) in Windows Explorer.
- 3) Click on the QuizXpress Live icon in the start menu, after which you will be asked to select a quiz from your hard drive.

Within QuizXpress Live there are a number of screens that are described in the following chapters.

5.3.1 The startup check

Before your show starts, QuizXpress Live checks against a number of conditions such as whether the external videos in the quiz are still available, if various directories are accessible, if all custom sound files can be found etc. This prevents surprises during the quiz.

When issues are found, the following window appears (actual messages may differ):



It is up to you to decide whether or not you want to continue to run the quiz (by clicking 'Ignore') or to stop and fix the issues (by clicking 'Quit'). Continue to run the show while there are warnings or errors may result in problems or unexpected behavior during the quiz show.

5.3.2 The 'Welcome' screen

When the application starts, the first screen you will see is the welcome screen. Below you can see a screenshot of the welcome screen. Various elements on the welcome screen can be customized by using Quiz Setup. The elements which can be customized are visually marked in the screenshot.

1. The header text
2. A logo shown next to the header text

3. The introduction movie/picture shown.
4. The pictures shown in the slideshow
5. The bottom text



To advance to the next screen (buzzer assignment screen) press the yellow 'play' button at the bottom of the screen or press the spacebar on the keyboard.

Note: If you see a blinking buzzer at the bottom of the screen this means the buzzers have not been connected appropriately.

5.3.3 The Buzzer Assignment screen

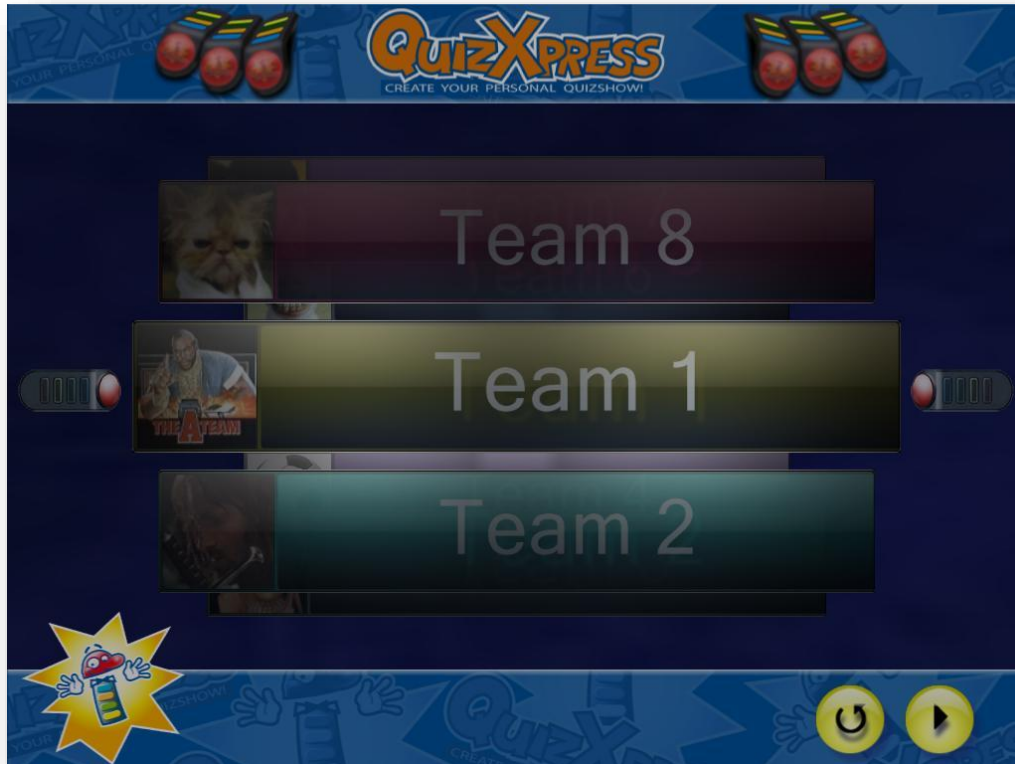
The Buzzer Assignment screen registers which buzzers are participating in the quiz event. By explicitly registering this, the software knows how many teams are present. There are three different 'flavors' of buzzer assignment screens:

- Sony Buzzer Assignment screen
- Buzzer Assignment screen for less than 100 participants
- Buzzer Assignment screen for more than 100 teams

5.3.3.1 Sony Buzzer Assignment Screen

When using Sony buzzers, names can be entered in the Quiz Setup program for each participant/team. As a Sony buzzer does not have an explicit identifier, it is not possible to link a team name to a

specific buzzer when defining the team names in Quiz Setup. The Buzzer Assignment screen does exactly this. It shows the team names one by one. When a team sees its name appearing on front of the 'Buzzer Assignment Carrousel' the buzzer should be pressed in order to register for participation in the quiz. Below you can see a screenshot of the Sony Buzzer Assignment screen.



At the bottom you see two buttons: the left one (the round arrow) resets buzzer assignment so that buzzer assignment starts over again. It is possible that someone pushes a buzzer during buzzer assignment while he or she shouldn't. As a result, the buzzer assignment is not correct. In this case you can push the round yellow 'Reset' button (the counter clockwise pointing arrow) on the bottom of the buzzer assignment screen. In this case the buzzer assignments done will be undone and the buzzer assignment will restart.

The rightmost button is the 'start' button, which starts the quiz.

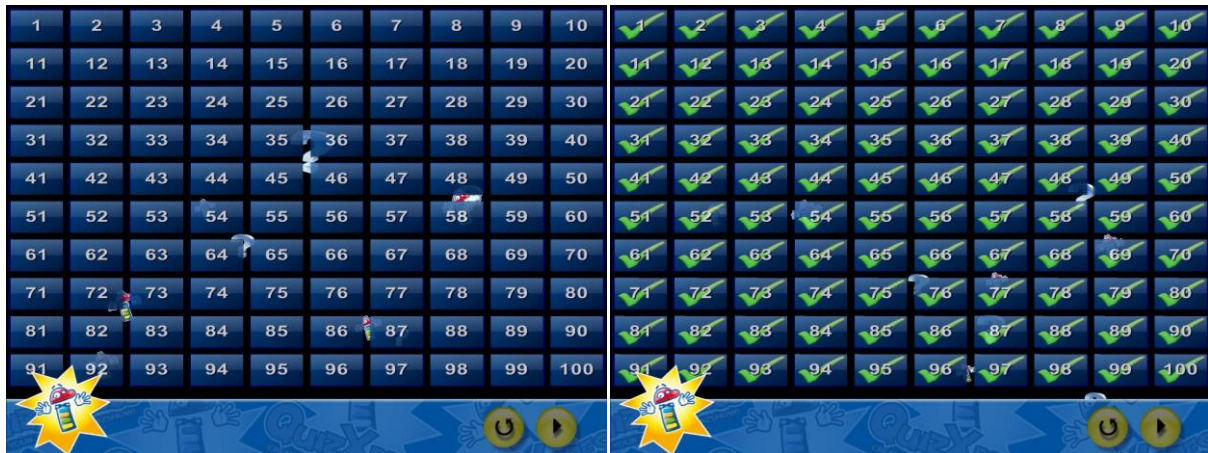
5.3.3.2 Buzzer Assignment Screen, less than 100 participants

Each Reply/QuizXpress keypad has a unique identifier, which is also used in the QuizXpress Live software to identify a participant (for example, buzzer with id 1 : Team 1). When less than 100 buzzers take part in the Quiz (which is identified by looking at the setting 'Keypads' which has been entered in Quiz Setup), a grid is shown with all buzzer identifiers.

When a keypad key is pressed it is registered as active in the QuizXpress Live system. A tick mark appears in the grid at the location corresponding with the id of the buzzer pressed.

Please note that, strictly seen it would not be required for the buzzers to explicitly sign in. However, the QuizXpress Live software needs to know exactly how many teams are participating in order to know when all teams have answered a question.

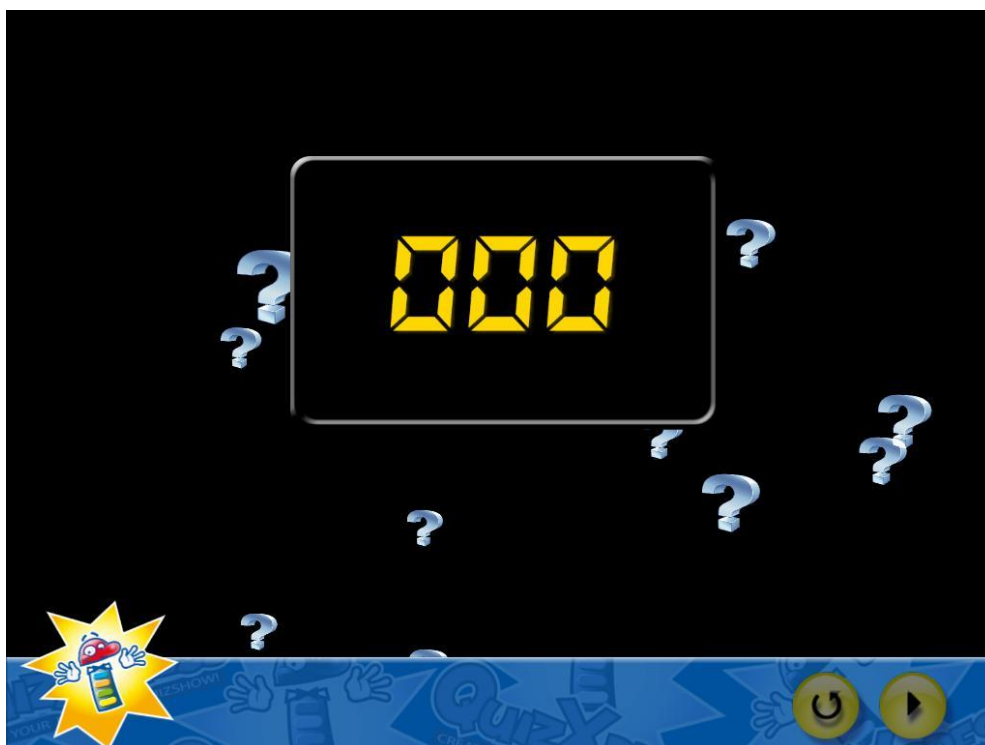
The button displayed at the bottom of the screen is the 'start' button, which starts the quiz. Below you can see two screenshots, one showing the screen before anyone has signed in, and one showing the state of the screen once everybody has signed in.



Note: for 'testing' purposes it is possible to assign all 100 buzzers in one go by pressing F1 or all configured buzzers (in Quiz Setup) with F2.

5.3.3.3 Buzzer Assignment Screen, more than 100 participants

When exceeding the number of 100 buzzers, using a grid would become increasingly difficult to read. This is why QuizXpress Live uses another Buzzer Assignment Screen when more than 100 buzzers are used. Please see below for a screenshot of the screen.



The button displayed at the bottom of the screen is the 'start' button, which starts the quiz.

Note: no buzzer assignment screen is shown when using Keyboard, Who's First, DigiGames or Gameport type buzzers, as these systems have a fixed assignment.

5.3.4 The countdown screen

After the 'start' button has been pressed, a 3d animation starts counting from 3 to 1, followed by the text 'Quiz!'. If you do not want to see this animation before a quiz starts, please uncheck the 'Show 3-2-1 Quiz countdown screen' on the 'Screens' page of Quiz Setup. Also see section 3.4 for more information. You can also skip the animation by pressing the spacebar during the video.



5.3.5 The quiz screen: voting (everybody answers)

When the yellow 'start' button has been pushed, the fun can begin! On the next page you can see a screenshot of a typical quiz screen.

As you can see from the screenshot there are some areas that need specific attention, which are all part of what we call the 'Information Panel':

1. The countdown timer. This timer counts down from the time indicated when creating the quiz in QuizXpress Live (See section 3.2.4.1) until zero. Below the time you can see an indication of the position of the question in the quiz in the format <question number/total number of questions>
2. The teams (participants) that pressed their keypad
3. The number of people who gave an answer by pressing their buzzer
4. The number of points to be gained by answering the question correctly



When every team has given their choice, the Game Show system judges all answers and adds or subtracts points to the scores. Also, at the top of the Quiz screen, a chart is shown, showing:

- Number of teams that answered correctly
- Number of teams that answered incorrectly
- Number of teams that did not answer at all



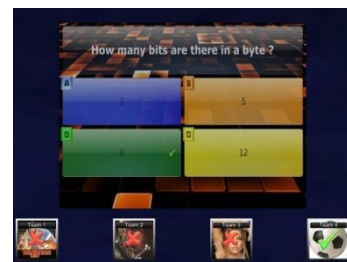
When you use Sony Buzzers, QuizXpress Live processes a voting quiz slide slightly different. Instead of having a counter on top of the screen that counts the number of teams that answered so far, for each team that answers, a shutter pops up with its team name and avatar. After everyone has pressed (or countdown has reached zero), QuizXpress Live shows all answers chosen, judges all answers, and shows the total scores of all teams. A visual representation of this sequence is displayed below.



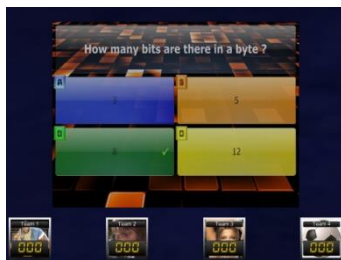
1 Teams choose an answer



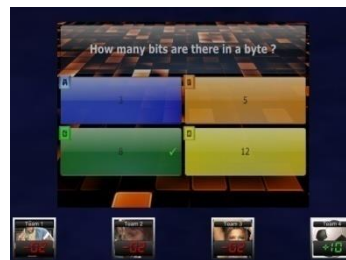
2 All teams voted, answers are shown



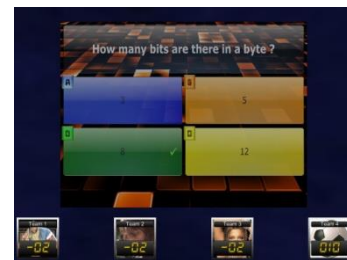
3 Answers are judged



4 Current scores are shown



5 Points gained/lost are shown



6 New score is shown

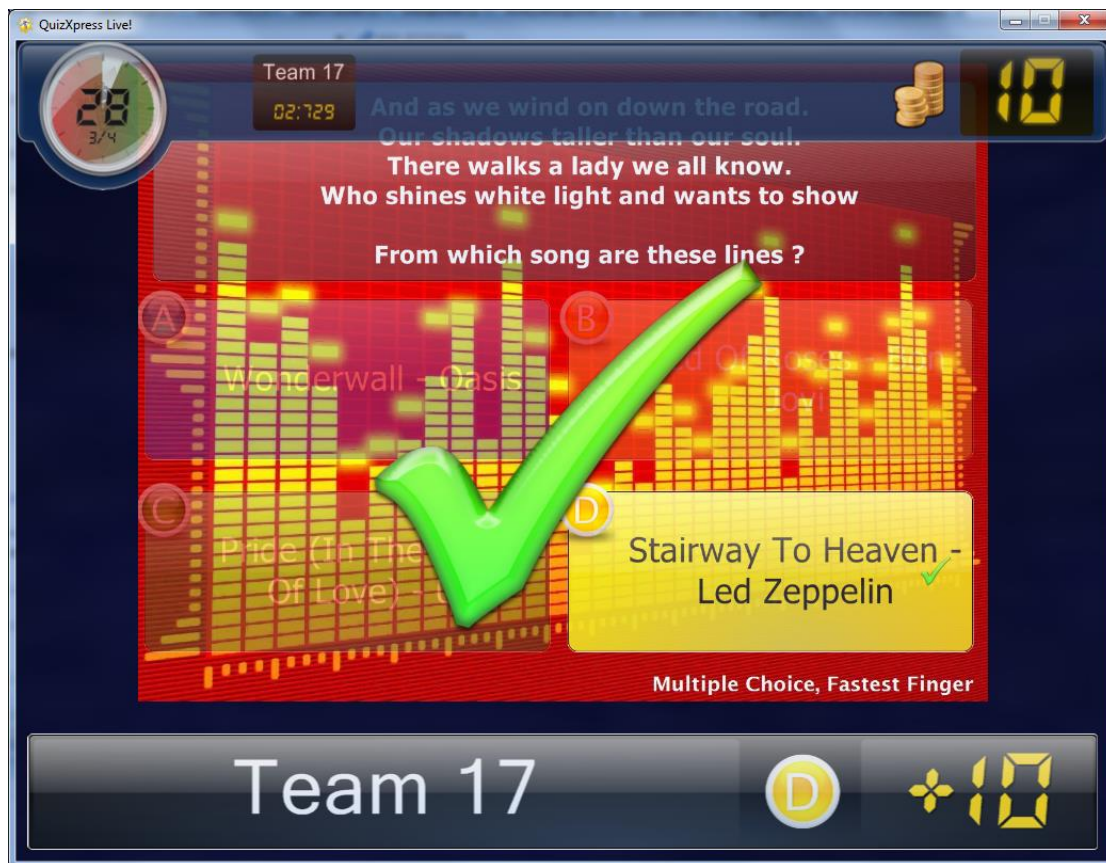
Voting is one of the possible modes for a quiz slide. There are other possible variations, which will be described below.

5.3.5.1 Fastest Finger

The quiz screen in section 5.2.4. represents a 'voting' question, which means that everybody plays along. With a fastest finger question, the one who first presses his or her buzzer can answer the question. If he or she answers the question incorrectly, points will be deducted from the participants score after which countdown continues. Subsequently, the other players get a chance to press their buzzer (the player who answered incorrectly can no longer answer the current question).

On the next page you see a picture of a typical fastest finger screen. The most important difference in comparison with a voting screen is that in this screen there is a big bar at the bottom with the team name from the team (or person) that first pressed their buzzer. This bar also shows the answer that was given, the team's avatar, as well as the points gained/lost. In this case team 17 gave the right answer, by which they earn 10 points. The big green checkmark indicates the question was answered correctly. In this example, the correct answer was set to Answer 'D' in QuizXpress Studio, and the 'autojudge' option of the Quiz slide was set to true. In this case, QuizXpress automatically judges the answer when a multiple choice button is pressed on a buzzer. When a buzzer does not have a multiple choice button, the 'autojudge' option automatically does not apply. In that case the team/player needs to answer verbally after which the quizmaster should judge the answer. More about quizmaster commands can be read in section 5.4.

The fact that 'team 17' pressed first can be verified by looking at the 'Information Panel' at the top of the screen. This panel shows the time of each team that buzzed in different boxes. Each box contains the name of a team that pressed their buzzer together with the timestamp at which they pressed, ordered from left to right, starting with the fastest team.



Note that the Information Panel at the top shows the number of points to be gained (which can diminish over time as explained in section 3.2.4.1). Also, there is no indicator of the number of teams that answered, as this is not applicable for a fastest finger question.

Note: When using Sony Buzzers it is possible to assign team names, team avatars and team buzzer sounds. Also you can set sounds for correct and incorrect answers.

5.3.5.2 Billboard

A Billboard quiz slide is a quiz slide with which no interaction from players is possible. It is just a static display. You can design a billboard quiz slide just like you design a normal question, making use of texts, colors, pictures, sounds and videos.

Useful applications of a billboard are:

- Round indication
- Show Question text before voting quiz slide (an alternative to showing the answers delayed as described in 3.2.4.1)
- Show marketing information in the form of pictures, sounds or videos

5.3.5.3 End of Round

Within QuizXpress you can indicate that a quiz slide marks the 'end of a round'. You do this by setting a quiz slides 'Type' to 'End of Round' in QuizXpress Studio.

When an end of round slide is shown during a quiz show, no interaction with the participants takes place. For example, you can use it to show a text 'End of Round 3'. Again, you can design the quiz slide anyway you want, containing video, sound and pictures.

Also, the intermediate scores are shown automatically. So in short, a slide with type 'End of Round' is in fact a 'Billboard' slide that also shows the intermediate scores.

When setting a slide to 'end of round', there is another option, called '**end of round action**', that can be set. It has two possible values:

- **Disable one loser:** this automatically dismisses the player with the least amount of points. If there are multiple players at the bottom of the intermediate score list with the same amount of points, the quizmaster gets to select the player which will be dismissed. This can be done by using the arrow keys of the keyboard or the quizmaster remote control (described in section 5.3). The selected player/team is highlighted with a blinking red light. Pressing space on the keyboard or pressing the bottom button on the quizmasters remote dismisses the selected player. Which player will be dismissed in case there are multiple team with the same score is without the scope of QuizXpress Live: a quizmaster could for example ask an estimation question; the player whose answer is furthest away from the correct one can be dismissed.
- **Quizmaster selects losers:** the quizmaster can select any number of players that will be dismissed. He does this 1 by 1, again by selecting them with the keyboard or the quizmaster remote. An example of an 'end of round, quizmaster selects losers' quiz slide is shown below.



	Team 3	019
	Team 2	010
	Team 5	010
	Team 1	008
	Team 4	008
	Team 6	008
	Team 8	-02
	Team 7	-02

The yellow 'play' button at the bottom of the screen is used to indicate the quizmaster has finished dismissing players. After pressing this (select it by using the keyboard and press space), the quiz will continue. The button with the rotating arrow is used to undo the dismissal process when the quizmaster dismisses someone by mistake. After it has been pressed, the quizmaster can restart dismissing users.

5.3.5.4 Test Question

A 'Test Question' quiz slide behaves just like a normal quiz slide, except that no points are added/subtracted when the question has been answered. It can be used to demonstrate the workings of the system and is often used as the first question in a quiz to get the players acquainted with the system.

5.3.5.5 Demographic

The quiz slide type 'Demographic' enables you to divide all players into different groups competing against each other (examples of these kinds of quizzes include 'battle of the sexes', 'marketing versus finance', etcetera).

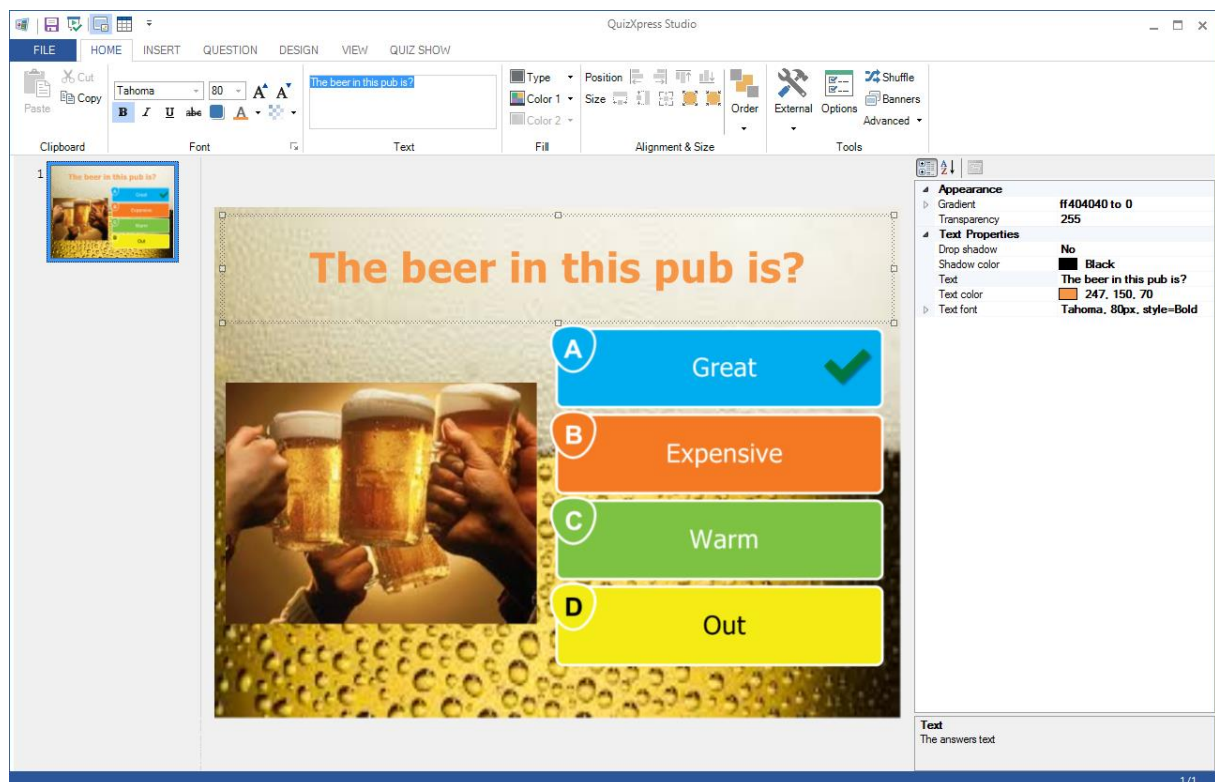
In order to use this functionality, set the 'Type' of a quiz slide to 'Demographic' in QuizXpress Studio. Now an entry field appears in the Property Grid called 'Demographic group'. Here you can enter a demographic group name (e.g. 'Males'). For the quiz slide layout, you must select a layout which contains a question and no answers. Enter a question text that indicates to the players of the quiz that a certain group of people must press their buzzer to become member of a specific group (e.g.: 'Please press your buzzer if you are a male').

5.3.5.6 Last Man Standing

A quiz slide of type 'Last Man Standing' dismisses player(s) that answer a question incorrectly from the quiz. If the dismissal results in 1 remaining player, this player is the winner of the quiz. If all remaining players answer a question incorrectly however, none is dismissed. If you don't want to end your quiz after a last man standing round, you can re-enable the teams with the 'score control screens', see 5.3.7 for more information.

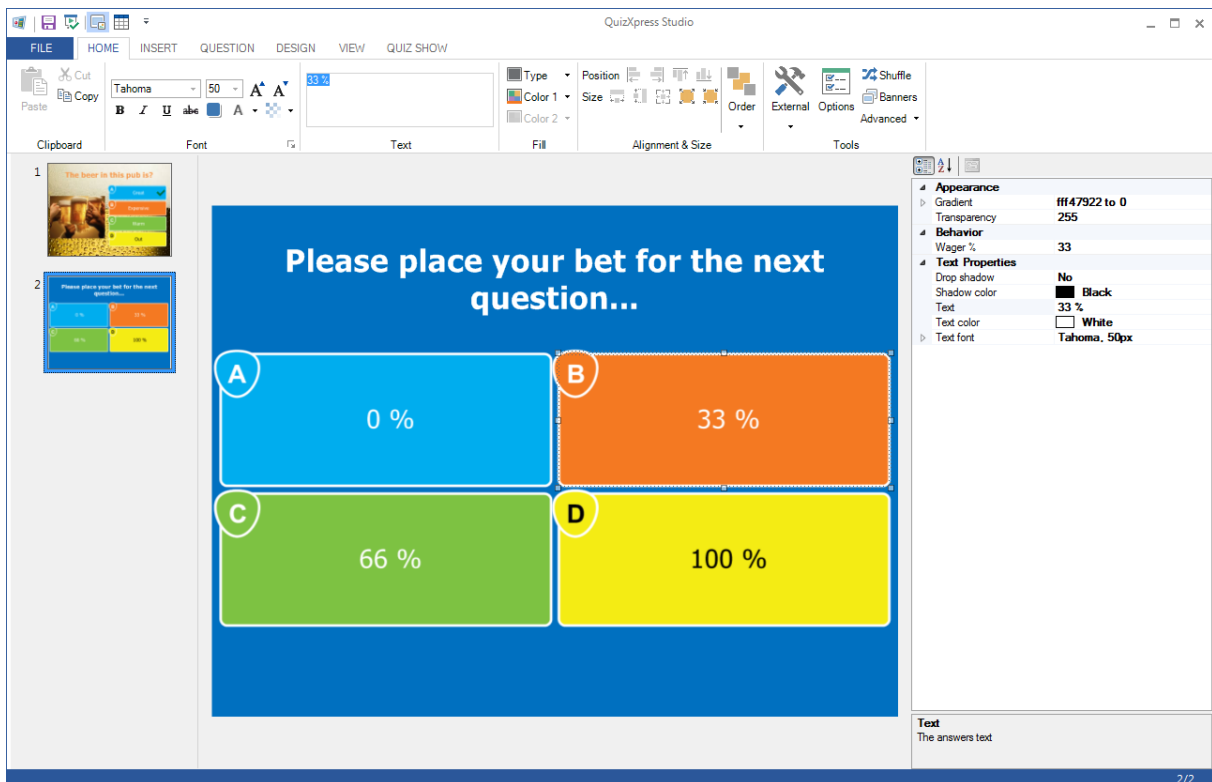
5.3.5.7 Audience response questions

This is a type of question that can be used to collect some arbitrary data/statistics from your audience. The answers given to an audience response type question are recorded but have no impact on the scores. After an audience response question you can show a chart with the 'C' key to display the distribution of the answers given.



5.3.5.8 Wager question

Wager questions can be used to have the audience place a bet on the outcome of the next question. When setting a quiz slide to type wager. It looks as follows in QuizXpress Studio:



The question text is by default changed to "Please place you bet for the next question..." but you can change the text later to whatever you like. The answers on this type of question are used to set the percentage of the score the player can win/lose on the next question. For example; when the player answers 'C' to this question it means she bets 66 % of her score on the next question. If she answers the next question correctly, her score is increased with 66%. Off course if you use a slide layout with 5 answers, the percentages are distributed across 5 options (0%, 25%, 50%, 75%, and 100%). You can also set the percentage manually by clicking on any of the answers and changing the 'Wager %' property.

5.3.6 The 'Intermediate Score' screen

When a quiz slide has been finalized, either because someone answered correctly (fastest finger), all persons gave their answers (voting), or the countdown counter reached zero, an 'Intermediate Score' screen can be shown by pressing the 'S' key. The Intermediate Score screen shows the 'top 20' teams (needless to say that if there are fewer teams/players, fewer panels are shown).

Pressing 'S' again hides the Intermediate Score screen.

1	Team 1	010
2	Team 2	000
3	Team 3	000
4	Team 4	000
5	Team 5	000
6	Team 6	000
7	Team 7	000
8	Team 8	000
9	Team 9	000
10	Team 10	000
11	Team 11	000
12	Team 12	000
13	Team 13	000
14	Team 14	000
15	Team 15	000
16	Team 16	000
17	Team 17	000
18	Team 18	000
19	Team 19	000
20	Team 20	000
21	Team 21	000
22	Team 22	000

5.3.7 Score control screens

The intermediate score screen can only be used to display score information for a maximum of 20 teams/players. Besides this limitation, it can only *display* information, not *change* anything. In some scenario's it is needed to update scores as well. An example of this is when the audience is challenged with a test outside of QuizXpress. After the challenge is completed it would be nice if the scores could be registered in QuizXpress. For that purpose four extra screens are available, accessible through the 'E', 'R', 'T' and 'W' key. These keys basically all trigger the same screen however the layout differs per key.

The different screen layouts are:

#	Team	?	Time	Score
1	Team 52	C	23.82	028
2	Team 78		0.00	-002 016
3	Team 94	C	17.08	+010 016
4	Team 2		0.00	-002 016
5	Team 95	C	17.32	+010 016
6	Team 99	C	23.57	+010 016
7	Team 40	C	29.70	+010 016
8	Team 73	C	26.79	+010 016
9	Team 36	E	22.90	-002 016

Score screen 'T'

This screen shows the last response, the time at which the response was received, the total score and the points for the last question.

#	Team	?	Time	Points
1	Team 94	C	17.08	+010
2	Team 95	C	17.32	+010
3	Team 97	C	23.13	+010
4	Team 99	C	23.57	+010
5	Team 52	C	23.82	+010
6	Team 39	C	24.75	+010
7	Team 5	C	25.48	+010
8	Team 73	C	26.79	+010
9	Team 87	C	29.27	+010

Score screen 'R'

This screen shows the last response, the time at which the response was received and the points for the last question.

#	Team	Score
1	Team 52	028
2	Team 78	016
3	Team 94	016
4	Team 2	016
5	Team 95	016
6	Team 99	016
7	Team 40	016
8	Team 73	016
9	Team 36	016

Score screen 'E'

This screen shows only the score for each team.

#	Team	Score
1	Team 52	028
2	Team 78	016
3	Team 94	016
4	Team 2	016
5	Team 95	016
6	Team 99	016
7	Team 40	016
8	Team 73	016
9	Team 36	016
10	Team 54	016
11	Team 42	016
12	Team 86	016
13	Team 48	016
14	Team 81	016
15	Team 9	016
16	Team 41	016
17	Team 56	016
18	Team 93	016
19	Team 63	016
20	Team 10	016
21	Team 18	016
22	Team 45	016
23	Team 6	016
24	Team 51	016
25	Team 53	016
26	Team 72	016
27	Team 97	016
28	Team 39	016
29	Team 1	016
30	Team 5	016
31	Team 90	016
32	Team 55	016
33	Team 25	016
34	Team 62	016
35	Team 84	016
36	Team 87	016
37	Team 59	016
38	Team 27	016
39	Team 21	016
40	Team 7	016
41	Team 20	016
42	Team 34	016
43	Team 100	016
44	Team 4	016
45	Team 11	016
46	Team 46	016
47	Team 47	016
48	Team 30	016
49	Team 31	016
50	Team 32	016

Score screen 'W'

This screen shows the score for up to 50 teams at once.

To scroll through the list of teams you can:

- Use the mouse scroll wheel
- Use the up/down arrow keys

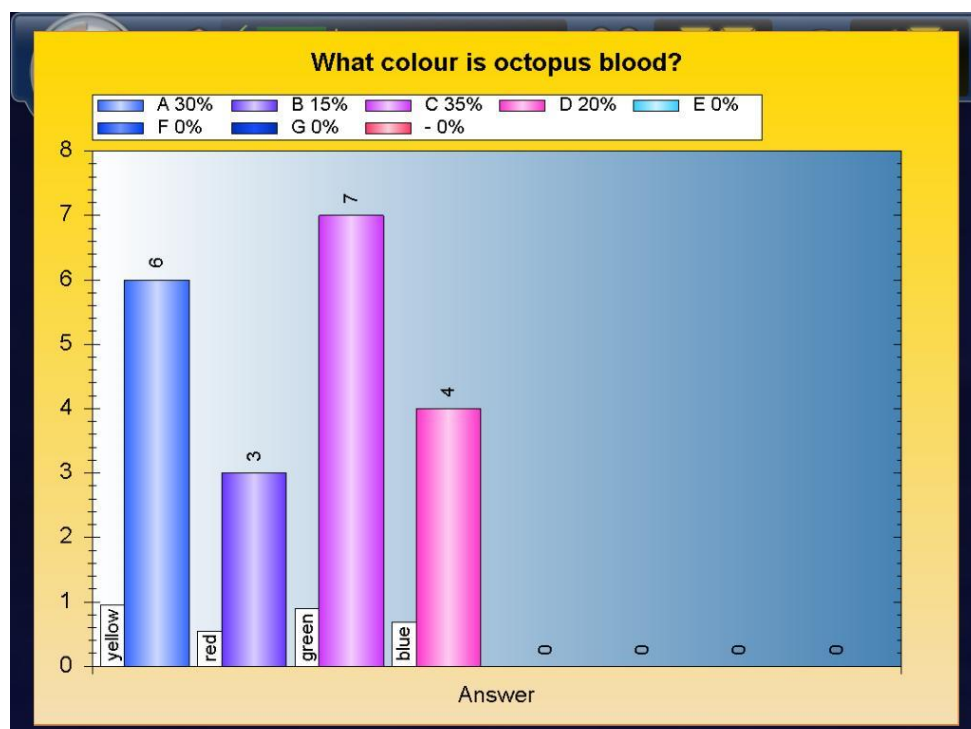
- Use the page up/page down keys

The toolbar on top of the screen allows you to make changes for the selected team. The following functions are available:

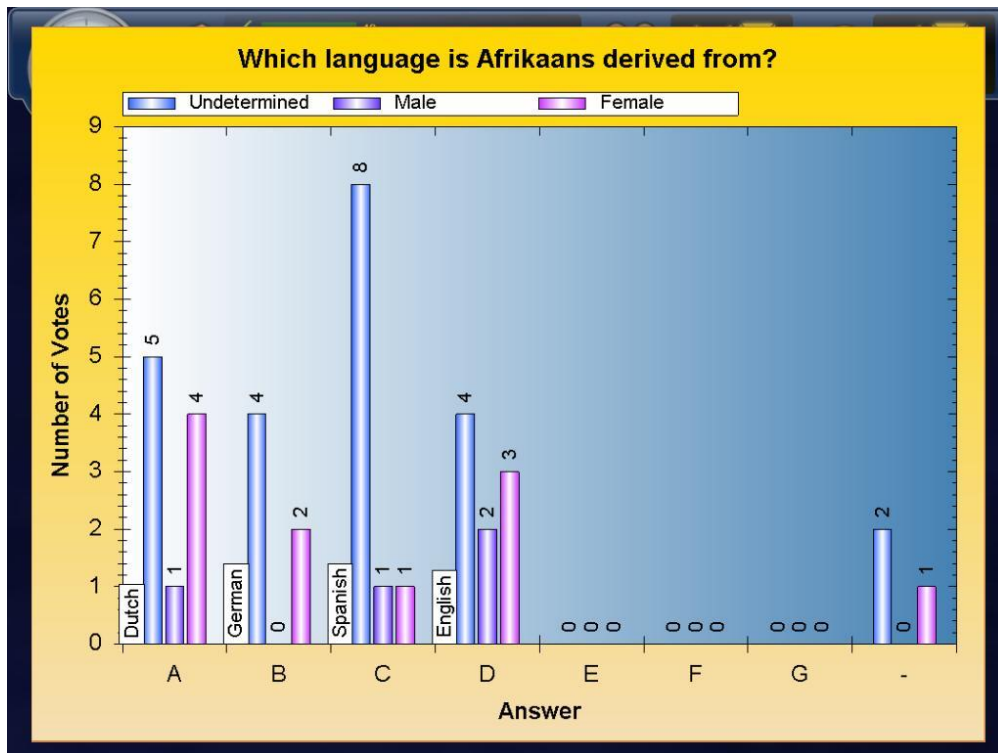
	Disable (pause) the team/player. When a player is disabled she can no longer answer to questions
	Resume participation of the player/team
	Decrease score with one point
	Increase score with one point
	Reset all scores to 0
	Toggle auto scrolling in the score list (this can be used if you have a break in your quiz show and want to continuously display the scores of all players)
	Close the screen and confirm changes (similar to pressing the 'Enter' key). If you made changes to the scores, these will be applied.
	Close the screen and discard changes (similar to pressing the 'Escape' key).

5.3.8 Chart screen

After a question has ended, a chart can be shown of the answers chosen by pressing 'C'. This shows a chart which shows per answer the number of people that chose that answer.



In case a quiz slides type is 'Demographic', press 'G' to show a chart displaying the current questions group scores.



5.3.9 The final score screen

When the last quiz slide has passed, it is time to announce the final results! A ruffle is played, and the top three teams are shown one by one.



At the bottom of the screen you can see a couple of buttons that allow you to navigate through the score list. You can either jump one screen ahead/backwards or immediately jump to the first/last screen. The rightmost button of the five small buttons (the rotating arrow) lets the list scroll automatically every few seconds.

With the rightmost button (the 'cross') you can close QuizXpress Live



In case the quiz contains multiple 'Demographic' groups of people (see section 5.3.5.5). The final score screen looks slightly different.

By default, group scores are shown. You can toggle between group scores and individual scores by

pressing the two leftmost buttons on the bottom. Press the button with 'two heads' to show group scores. Press the button with 'one head' to show individual scores.

5.4 Quizmaster operation of QuizXpress Live

At different stages of a quiz, the quizmaster needs to \ can perform various actions. Some examples of these are:

- Show a chart
- Show a score overview \ scroll through the scores
- Advance to the next question
- Judge given questions (correct \incorrect)

These instructions to QuizXpress Live can be performed in a couple of ways. The keyboard can be used or a PowerPoint wireless presenter. For the QuizXpress system, a special Quizmaster remote is available.

For inexperienced quizmasters, quizmaster hints can be turned on in Quiz Setup as described in section 4.5.10. You can read more about quizmaster hints in section 5.4.4.

5.4.1 Using the keyboard

QuizXpress Live can be operated by the keyboard. The following keyboard commands can be used:

Function	Key
Next Question/Screen	Space
Buzzer Assignment Screen: Automatic Buzzer sign-in for all buzzers; Reply/QuizXpress buzzers only.	F1
On the quiz screen F1 shows the quizmaster help menu (only when the countdown is idle) .	
Buzzer Assignment Screen: Automatic Buzzer sign in for all buzzers defined in the keypad string in Quiz Setup; Reply/ QuizXpress buzzers only	F2
Buzzer Assignment Screen: Reset ; Sony buzzers only	Escape
Judge given answer open question : correct	Y/J
Judge given answer open question : incorrect	N
Show intermediate score overview	S
Show chart of answers	C (press again to dismiss the chart)
Show demographic group score chart	G (press again to dismiss the chart)
Select participant to be dismissed in end of round screen	Arrow up-down keys
Confirm participant to be dismissed in end of round screen	Space
Cancel participant to be dismissed in end of	Escape

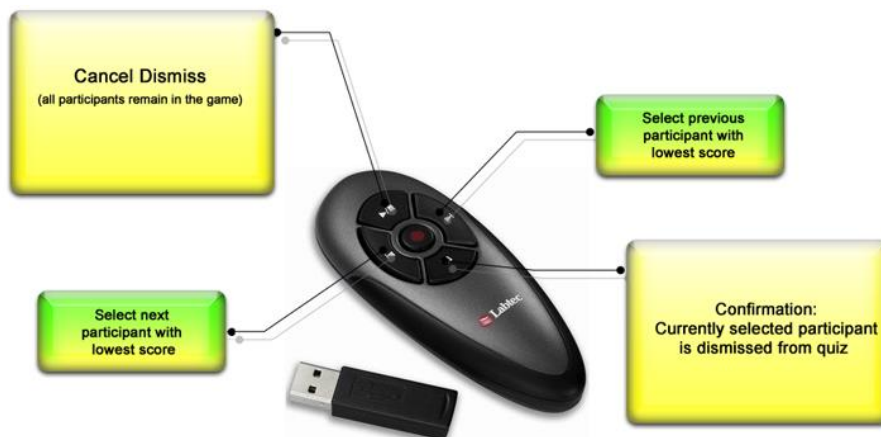
round screen (no one will be dismissed)	
Close QuizXpress Live	Alt - F4
Pause the countdown	P (when paused, you can skip the question by advancing to the next question with the spacebar)
Show score control screens	E, R, T, W ('Escape' to cancel changes, 'Enter' to commit changes) use '+' and '-' to increase/decrease scores for the selected team. Press the 'Control' key with '+' key or '-' key to increase/decrease by 10 points or 'Alt' to increase/decrease by 100 points. Press the Pause screen when a team is selected in order to dismiss the team from playing along.
Toggle full screen exclusive-/windowed mode	F
Toggle maximized/normal when in windowed mode	M
Reset the buzzer system. Use this function after accidentally having unplugged the buzzer system or in case of a general hardware malfunction	F12

5.4.2 Using the remote control

QuizXpress Live can also be controlled by the quizmaster by using an optional remote control. The picture shown on the next page shows all commands of the remote. QuizXpress has been tested with the Labtec® 2.4 GHz wireless notebook presenter and the Logitech TM-400, but other models should work as well as QuizXpress uses the standard Microsoft PowerPoint command set.



The quizmaster can also use the remote to navigate through the 'End of Round' screen:



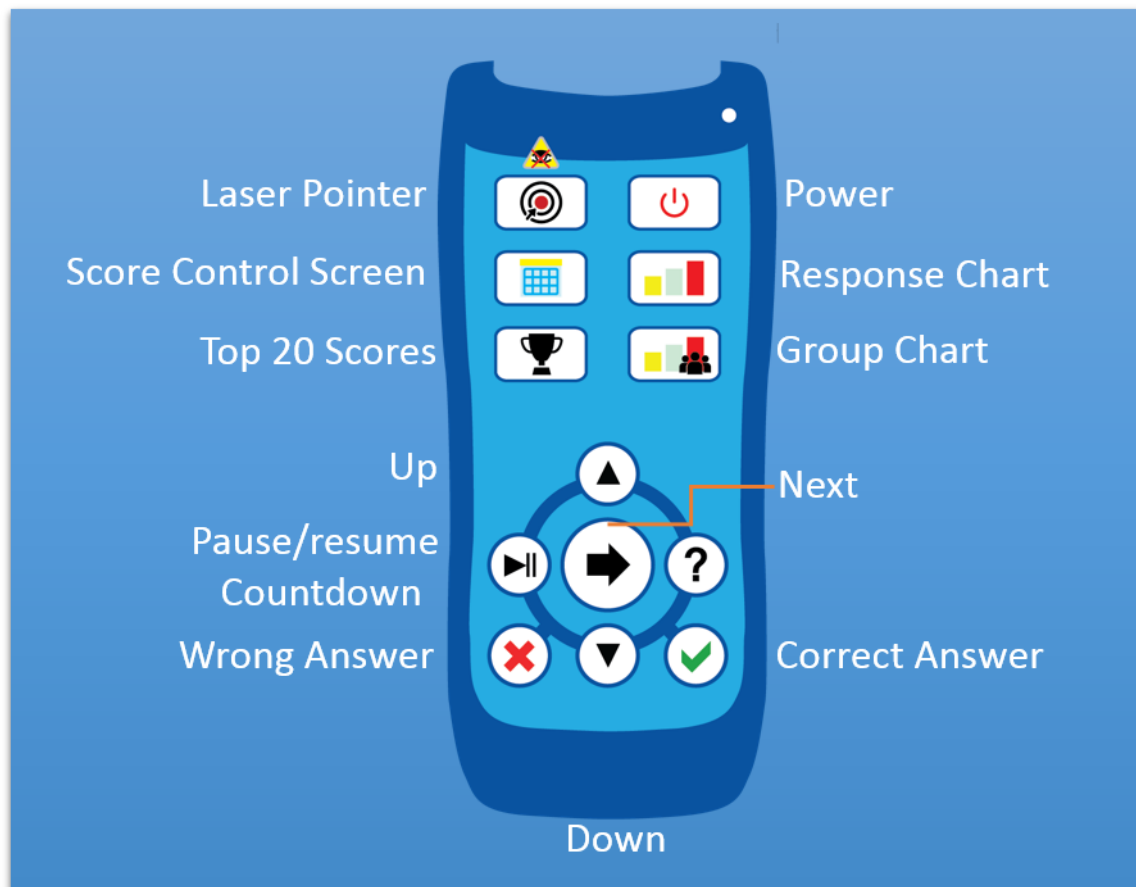
The functions on the Logitech R400 are as follows:



5.4.3 Using the QuizXpress quizmaster remote control

The QuizXpress system includes a special quizmaster remote. Using this remote, every command that is available within QuizXpress is in the quizmasters hands.

The following picture shows the commands available from the QuizXpress remote control:



5.4.4 Quizmaster hints

When running a quiz show in QuizXpress Live, multiple commands are available at different stages. Think of: showing charts, advancing to the next slide, show score overviews or judge questions. As seen in the previous sections, all of these commands have shortcut keys on the keyboard or (some of them) can be operated by a Quizmaster remote.

In order to guide beginning users, Quizmaster hints can be shown during a quiz showing all available commands once applicable. Once the quizmaster is confident in operating the system, he or she could switch this setting off so that the audience does not see the hints anymore.

By default, quizmaster hints are switched 'on' in the 'Advanced' tab in the Quiz Setup application.

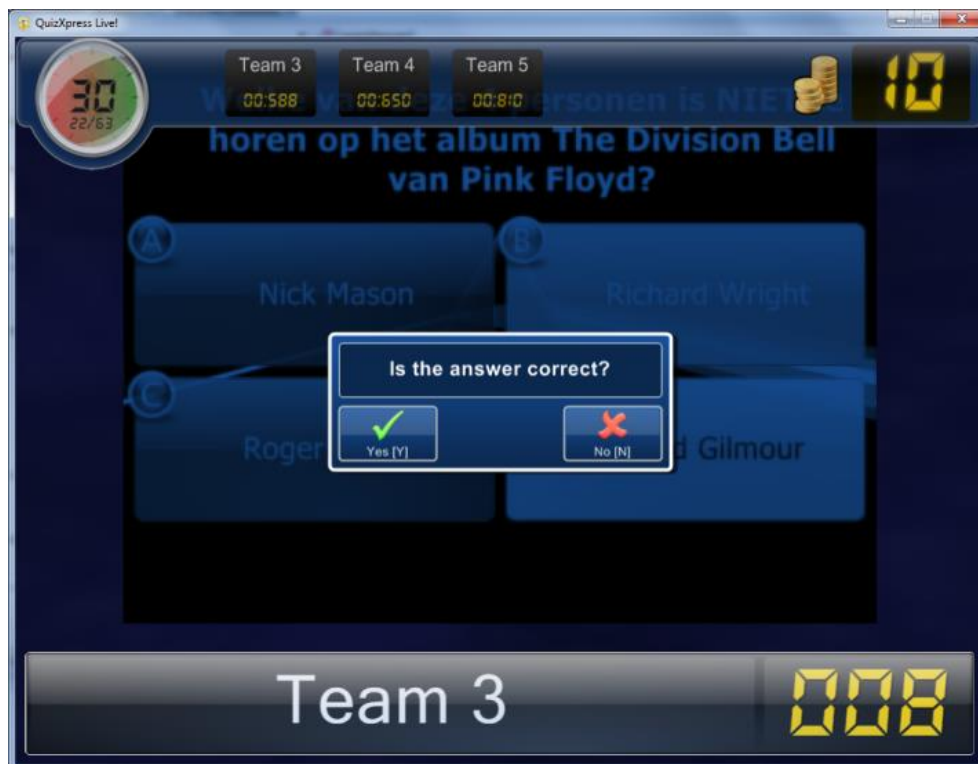
Please see below two examples of the Quizmaster hints as shown in QuizXpress Live during a quiz.



In the above Quizmaster hints screen, which is shown for example when a question has ended, we see the following buttons with the different commands and optional 'shortcut keys':

- **Advance [Space]:** go to the next slide
- **Skip to End:** go to the end of the quiz (the final score screen)
- **Team Control [E,R,T]:** Show the team score overviews. In these overviews, team points can be modified and teams can be dismissed.
- **Exit [Alt-F4]:** Exits QuizXpress Live
- **Disconnect/Reconnect Base:** Disconnect/reconnect the wireless base station (receiver)
- **Chart[C]:** Show a chart of all answers given (disabled here as the question was a fastest finger question)
- **Demographic Chart [G]:** Show answer percentages for all groups (applicable only if demographic groups are present)
- **Scores [S]:** shows the intermediate score screen (top 20)

Note: When QuizXpress is 'idle' (Paused, End of Question or Waiting for Countdown), the Quizmaster Hints menu can always be shown by pressing 'F1'.



When a fastest finger question is answered (either an open question or a multiple choice question with the auto-judge option set to false), the quizmaster needs to judge an answer given. When Quizmaster hints are 'on', a window appears showing the quizmaster how to judge the question. He or she can either press the 'Yes' or 'No' button, or press the corresponding keyboard keys ('Y' or 'N'). Especially when running QuizXpress for the first time, hints like these are very helpful to get to know the system.

5.5 Command line options

The following command line options are available when starting QuizXpress Live:

Command line	Explanation
-nosnapshot	For recovery reasons, QuizXpress Live keeps track of all kinds of data generated during a quiz (choices of teams, scores, current question, etc). This collection of data is called a 'snapshot'. When due to some unforeseen reason a quiz is aborted, QuizXpress Live reads all data from the snapshot for a specific quiz when the quiz is restarted. In this way, the quiz can be continued at the point where it was aborted. The <i>-nosnapshot</i> command line setting does not write a snapshot file.
-quickstart	Skip the welcome- and countdown screen
-windowed	Start the application in a normal window so you can still use other applications
-noborder	Use in combination with <i>-windowed</i> , run in windowed mode but without caption/border, so it looks like full screen exclusive but runs in normal windowed mode. You can also enable this mode by pressing the M key during the show.
-showfps	Show the number of frames per second (for performance measurement)
-singleuser	Start QuizXpress Live in single user mode, this option is used when

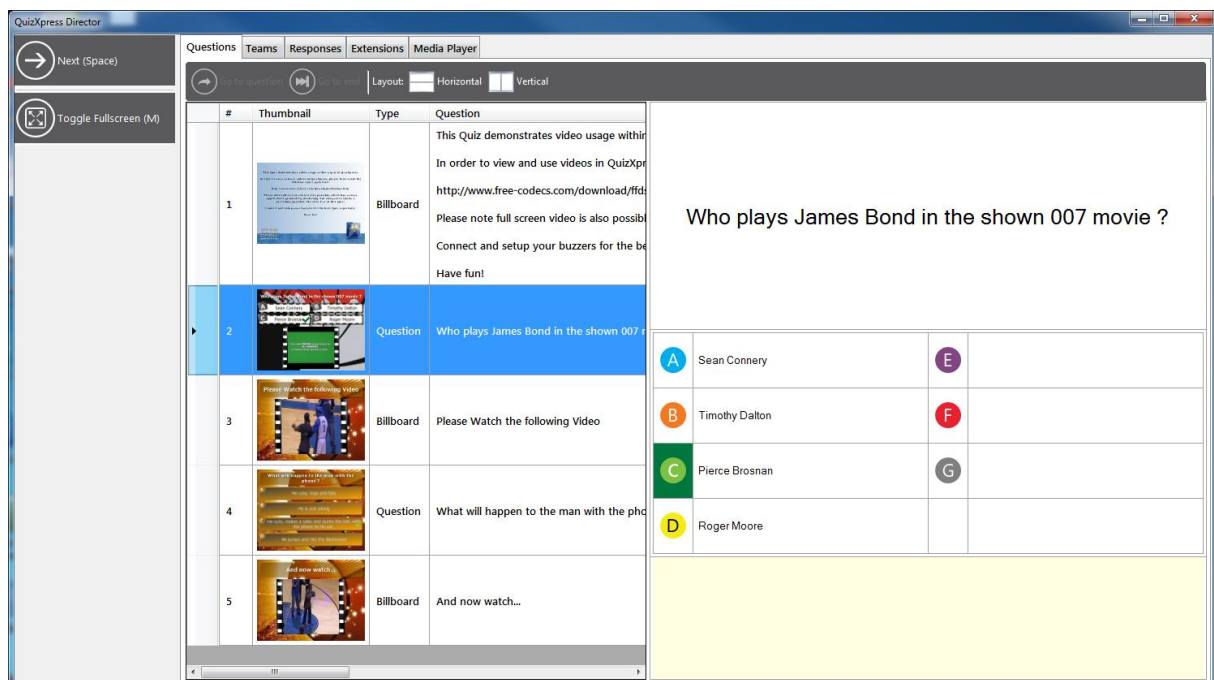
	starting the show from QuizXpress Solo
-scorefile=<file>	Filename for the scorefile, which stores all relevant quiz data (choices per team, scores per team, timing information, etc...)
-startwith=<0..n>	Start the quiz with the specified question e.g. -startwith=5 to start with the 5 th question
-autorun	Simulate an audience
-autoexit	Automatically exit the application after the score screen (use in combination with -autorun)
-screen=<devicename>	Start the application on the specified output device
-settingsfile=<settingsfile>	Load settings from the given settings file. This allows easy switching between different configurations (like team setups)
-preload	Option (advanced) to preload/pre-render all slides on startup. Only needed if you experience delays during your quiz and have enough memory in your PC

For example to start QuizXpress Live In full screen windowed mode you can use the command (start from batch file or command window):

```
"Quiz Show.exe" -windowed -noborder c:\myquizzes\quiz1.qx
```

5.6 QuizXpress Director

QuizXpress Director, introduced in QX4, is a tool to give you advanced control over the running quiz show. It has a separate user interface that can run on your primary screen while the quiz show runs on the attached beamer or TV set.



The QuizXpress Director user interface consists of a command area (left panel), where all the current available command buttons are listed and a set of tabbed views, each having a distinct function.

Tip: there are solutions in the market to make a part of the Windows desktop screen visible on a mobile device or tablet (for example see <http://www.getidisplay.com/>). Using a solution like this would allow you to walk around the room with a tablet and control Director from there.

The available views in Director are:

Questions	Overview of the loaded quiz and controls to navigate between slides
Teams	Overview of all the teams/players and their scores
Responses	Real time response overview
Extensions	List of installed QuizXpress 'plugins' and controls to start, stop and configure these plugins
Media Player	A list of media files (sound and video) and controls to start, stop, pause a media file

There are two ways to open the Director window:

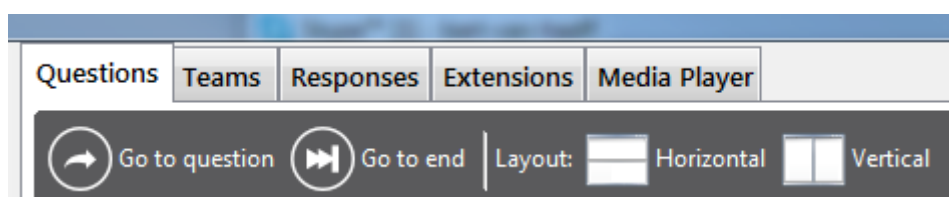
- 1) Check the 'Enable QuizXpress Director' checkbox in Quiz Setup, Advanced tab
- 2) During the quiz show, press the 'D' key.

For multi-screen configurations, Director will open on the opposite screen of where the quiz show is running. So if your quiz show runs on the beamer and you have extended your desktop in Windows, Director will open on your laptop screen. You can also explicitly set the target screen for the quiz show in Quiz Setup ('Screens' section)

You can always close Director if you don't need it anymore and come back to it with the 'D' key at any time.

5.6.1 The 'Questions' view

The 'Questions' tab provides you an overview of all the questions in the loaded quiz. You can see thumbnails of all the slides and if you select a question, the question and answers will be shown in the right pane (note that is not a full graphical representation).

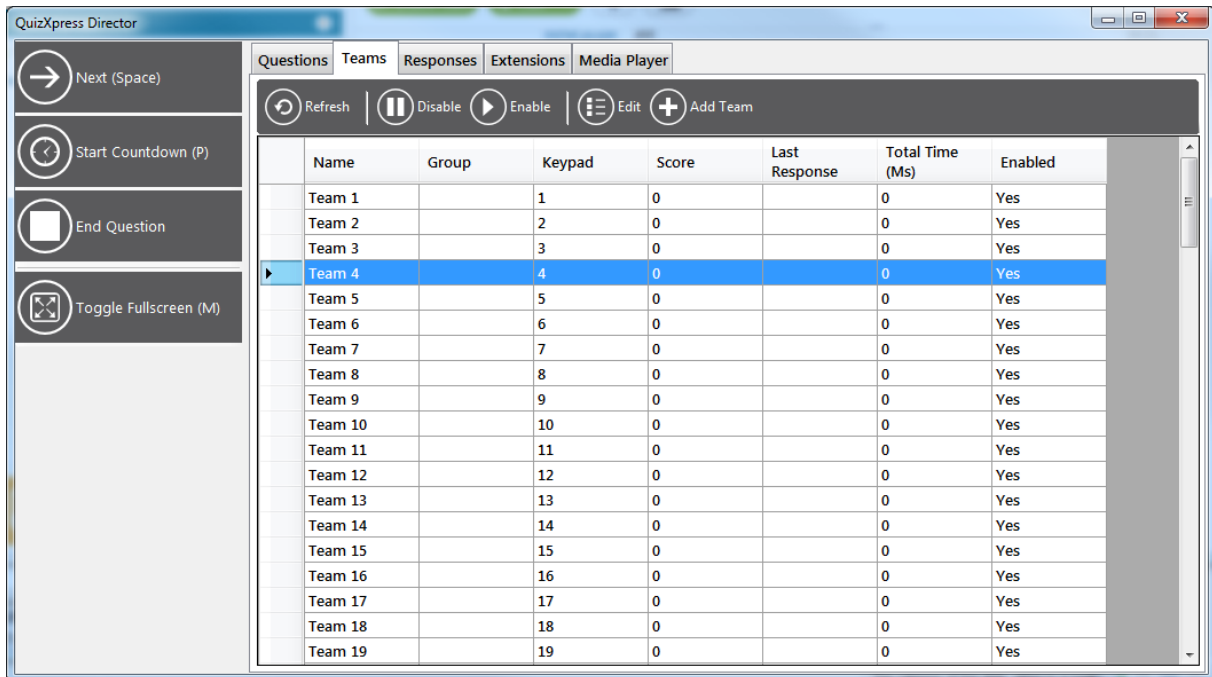


With the toolbar you can switch between two different views, jump to a particular question (system must be idle, meaning there is no countdown running) or jump to the end of the quiz (system must be idle).

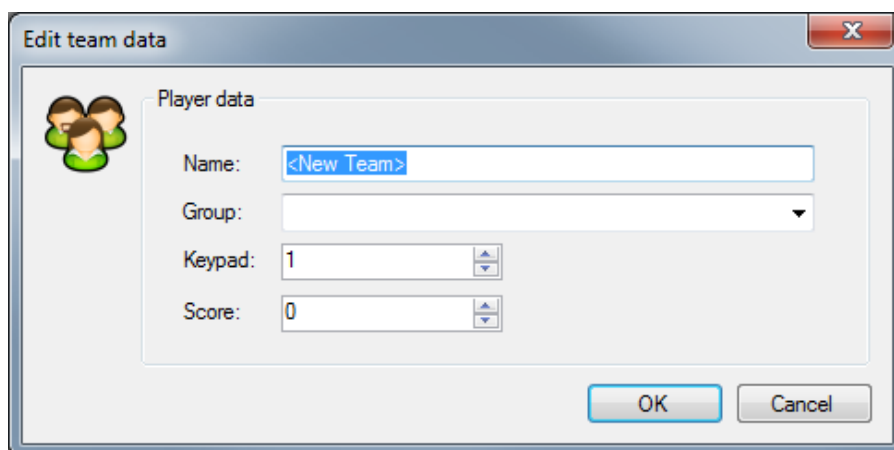
5.6.2 The 'Teams' view

The 'Teams' view provides you with an overview of all the players/teams currently active on the system. You can see their assigned keypad, the optional group they're in their score etc. With the

toolbar you can disable/enable a player, edit the details of a player etc.



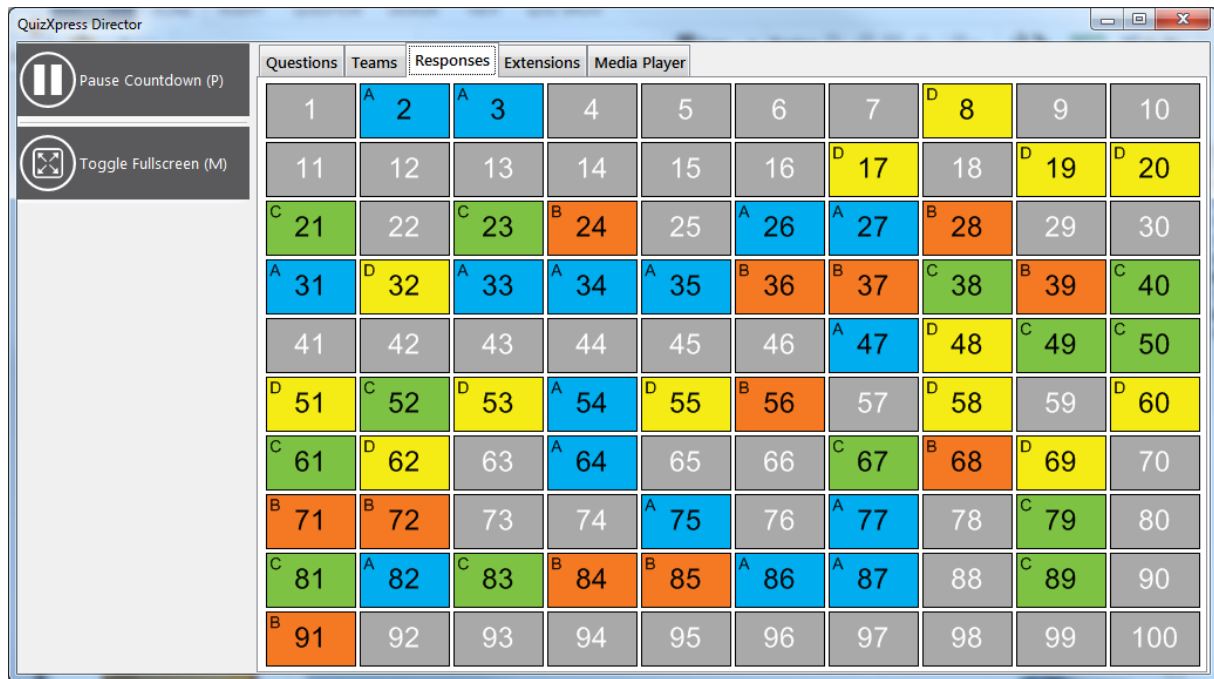
You can even add a new player/team with the 'Add Team' button:



This may come in handy if a new player needs to be added while the quiz show is already in progress. Note that the assigned keypad must be in range for the current configuration of the receiver (for example you cannot add keypad 105 if your keypad configuration states "1-100")

5.6.3 The 'Responses' view

The 'Responses' view provides you with a 'real-time' overview of the responses being received by the system. You can see the keypad number, the response given and at what time (if screen space permits). This is a read-only view and there's nothing to configure and helps you during the quiz show for example to see which response is still missing.



5.6.4 The 'Extensions' view and QuizXpress plugins

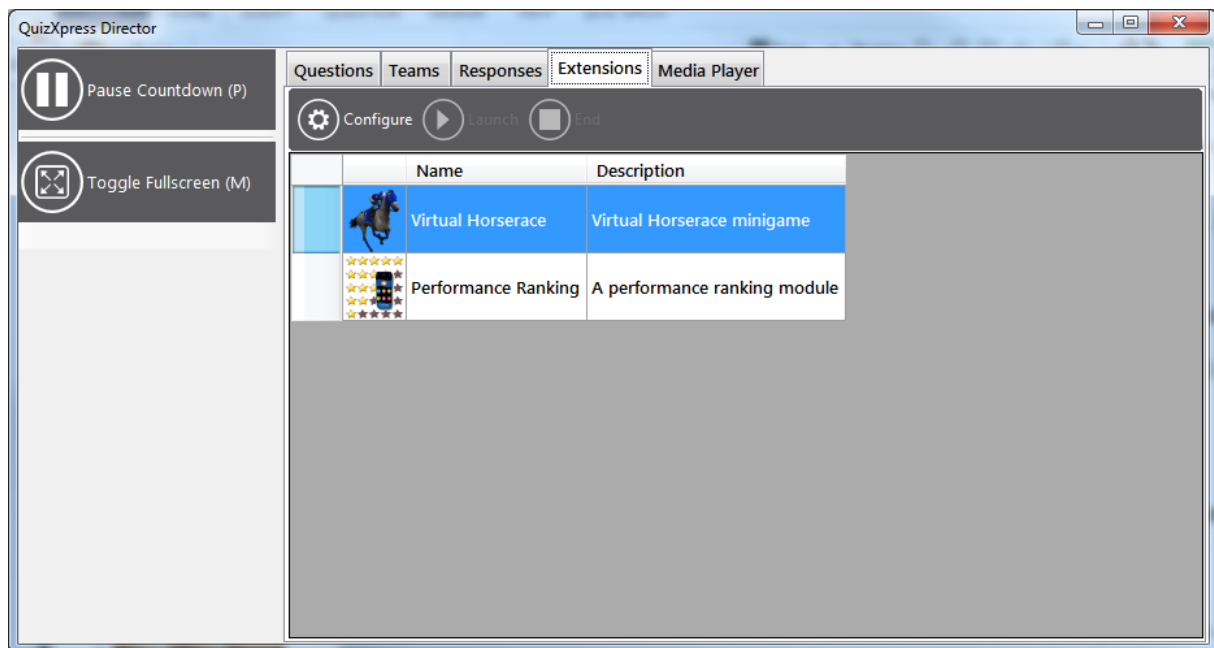
The 'Extensions' view is your access point to the QuizXpress extension modules available on your system. Plugins may be installed with the overall QuizXpress distribution or may be added later (please see our online shop for additional plugins) with their own installer. Some plugins may require an upgrade of your license.

Examples of available plugins are:

- A full 3D virtual horserace mini game where the audience can bet on a particular horse using their wireless keypads after which a race will run with a random outcome. Points will be added based on the outcome of the race.
- A rating module where people can give their appreciation to another team/player for example after a small performance of that team/player.
- A card game where the audience needs to survive several cards by correctly predicting the next card (red/black or higher/lower) to gain points.

There are three actions you can perform on an installed plugin; configure, launch and end.

'Configure' opens the user interface (if present) to change settings for the plugin. 'Launch' starts the plugin on the main screen and with the 'End' button you terminate the plugin and return to the normal quiz screen.

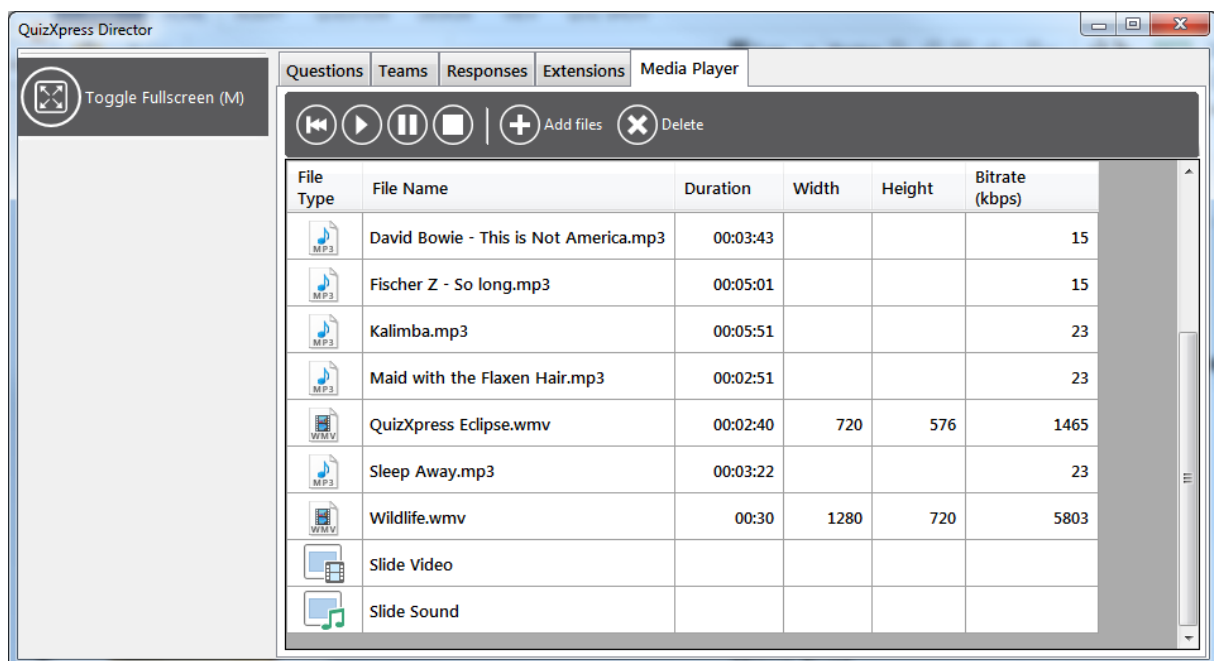


Once running, the plugin may present additional command buttons in the global command list (left side panel) to allow you to access particular functions in the plugin.

5.6.5 The 'Media Player' view

The last tab in Director shows the QuizXpress media player. Using the media player you can:

- Launch a full screen video on the main screen
- Start playing an MP3 file
- Replay/resume the video on the current slide
- Replay/resume the sound on the current slide
- Maintain a list of media files



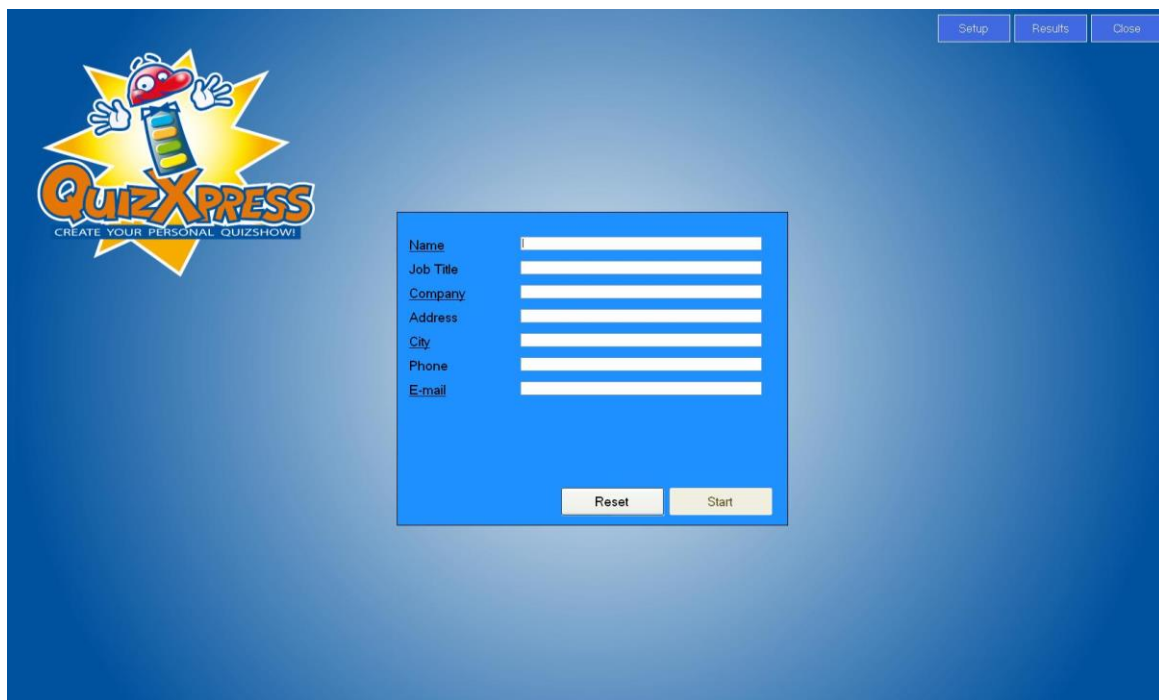
When adding files to the list, these file are actually copied to the QuizXpress application data folder (Explorer path %AppData%\QuizXpress\Media). This is to prevent any issues when original files are moved, deleted etc. So if you delete a file from the list, it will be deleted from the QuizXpress storage but the original will remain untouched.

6 Running your quiz at a tradeshow booth with QuizXpress Solo

QuizXpress Solo is a variant of QuizXpress Live That allows a single person to play a quiz. Before starting the quiz however, he or she needs to enter some personal data, after which the quiz starts. By using a single buzzer this person can answer the questions presented. The final score, as well as the time used to answer all the questions (all the correct ones) are recorded and can be shown, sorted by score, on request.

Imagine being at a trade show where you would like to attract people to your booth by letting them play a quiz. Of course you would like to retrieve some information from these people. This is why they need to fill in some information before the quiz starts. After a person has finished the quiz, the start (data entry-) screen of QuizXpress Live is shown again, ready for the next player. As all scores are saved to an Excel file, at the end of the day you can pick out the winner who (for example) wins a prize. QuizXpress Solo can be started from the start menu through Start>All Programs > QuizXpress > QuizXpress Solo.

The start screen of QuizXpress Solo looks as follows:

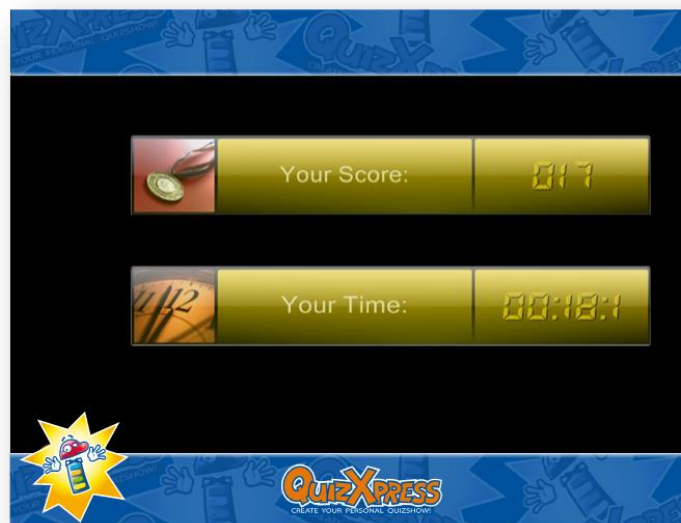


The 'Results' button, used to show the results stored, is shown in the upper right side of the screen. It is not shown automatically however. It is a 'hidden button', which is only shown after pressing the Control (Ctrl) key; this to prevent unauthorized persons to view the scores.

The 'Setup' button can be used to customize the data entry fields that are shown (please see 0 for more information).

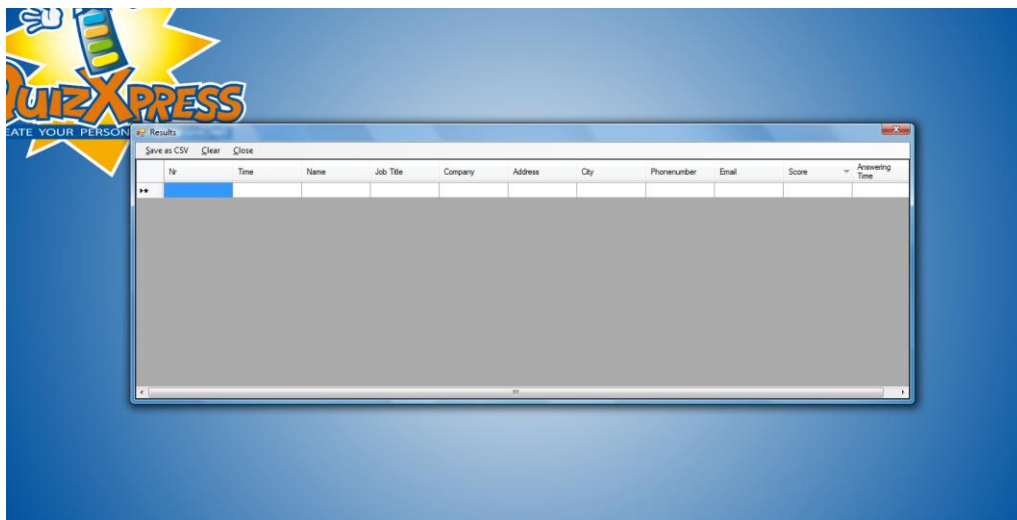
After filling in all necessary information (underlined entry fields are mandatory), the 'Start' button becomes green and a user should press start to start the quiz. The welcome screen of the quiz is shown. Pressing the buzzer will advance to the first question. Questions are answered by using the a, b, c or d button on the buzzer used. When a question has been answered a player can continue by

pressing any key on the buzzer used. So in short, the full quiz can be operated by using a single buzzer. After a person has finished a quiz, the score screen is shown, which looks as follows:



The score screen shows both the player's score and the time that was needed to answer the questions. In this time, only the time used when answering questions correctly is taken into account. After pressing one of the buzzer buttons, the initial screen of QuizXpress Live is shown again.

Pressing 'Results' shows the score screen with all participants that played so far:



6.1.1 Customizing the QuizXpress Solo data entry screen

Both the background and the fields that can (or need to be) entered can be customized.

6.1.1.1 Customizing the background picture

The background image of the data entry screen of QuizXpress Solo can be customized by (re)placing a .jpg with file name "QuizXpressSolo.jpg" or a .png image with file name "QuizXpressSolo.png" into the installation directory of QuizXpress.

6.1.1.2 Customizing the data entry fields

The data entry fields of QuizXpress Solo can also be customized. In order to customize the fields, press the 'Setup' button shown on the top of the screen (similar to the 'Results' button this button becomes visible when pressing <Ctrl>). After pressing 'Setup' the following screen is shown:

In the window that is shown (see next page), all data entry fields can be entered (there is a maximum of 10 fields). If a field must be entered by a participant before the quiz can be started, place a checkmark in the 'Mandatory' column of the field. In this case, the field will be underlined on the start screen of QuizXpress Solo, indicating to a participant that the field needs to be entered before he or she can start the quiz. When all mandatory fields are entered, the 'Start' button becomes green and a user should press start to start the quiz.

Note: if the number of fields is changed, previous stored score results will be cleared after confirmation. In this case, a message will be shown reminding you to first save the previous results if required (this can be done by first showing the current results by pressing the 'Results' button followed by choosing 'Save as CSV').

The screenshot shows the 'QuizXpress Solo Form Setup' window. It contains a table with 10 fields. The fields are: 1 Name (Mandatory), 2 Job Title, 3 Company (Mandatory), 4 Address, 5 City (Mandatory), 6 Phone, 7 E-mail (Mandatory), 8, 9, and 10. The 'Save' and 'Close' buttons are at the bottom right of the window. The main screen shows the quiz fields: Name, Job Title, Company, Address, City, Phone, and E-mail. The 'Start' button is visible at the bottom.

Field#	Field Name	Mandatory
1	Name	☒
2	Job Title	☐
3	Company	☒
4	Address	☐
5	City	☒
6	Phone	☐
7	E-mail	☒
8		☐
9		☐
10		☐

Save Close

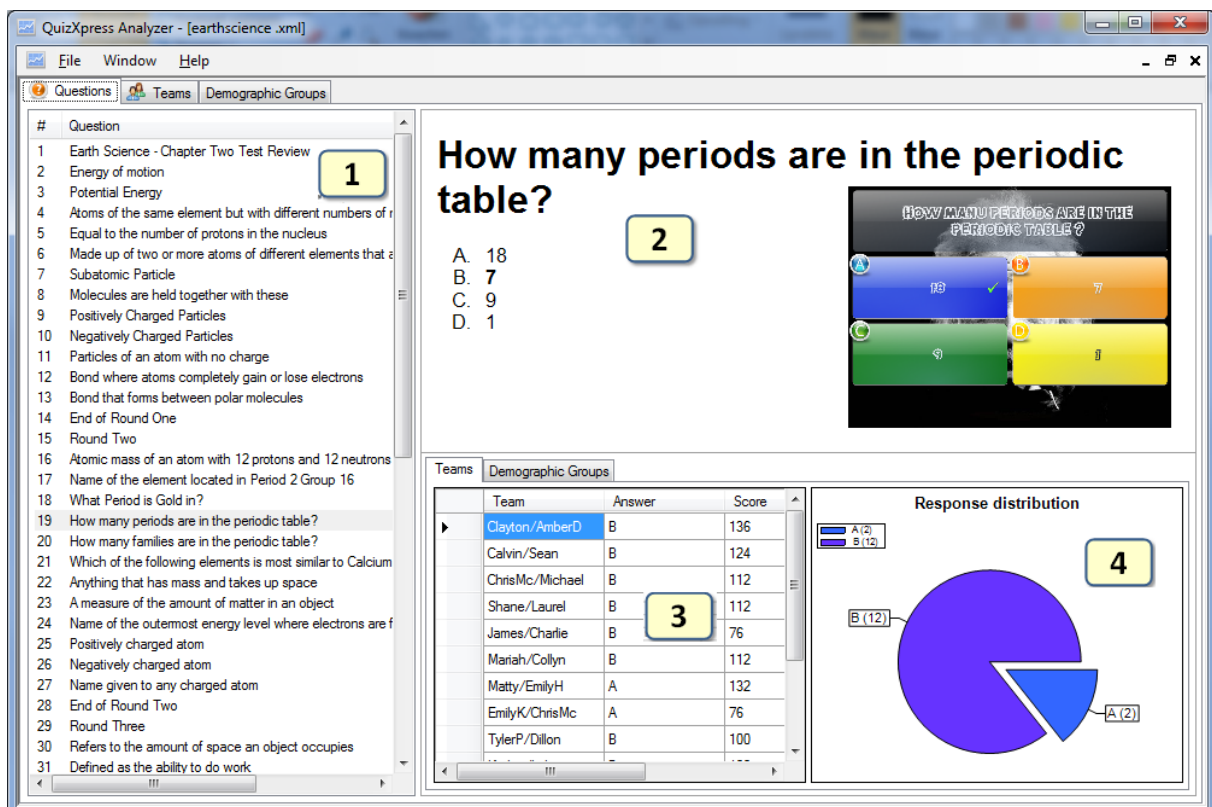
Reset Start

7 Analyzing quiz results with QuizXpress Analyzer

As of version 3.3, QuizXpress ships with a graphical analyzer tool. Analyzer helps you understand and visualize the data collected during the quiz. You can open multiple datasets in Analyzer allowing you to compare datasets collected over time. There are three views available:

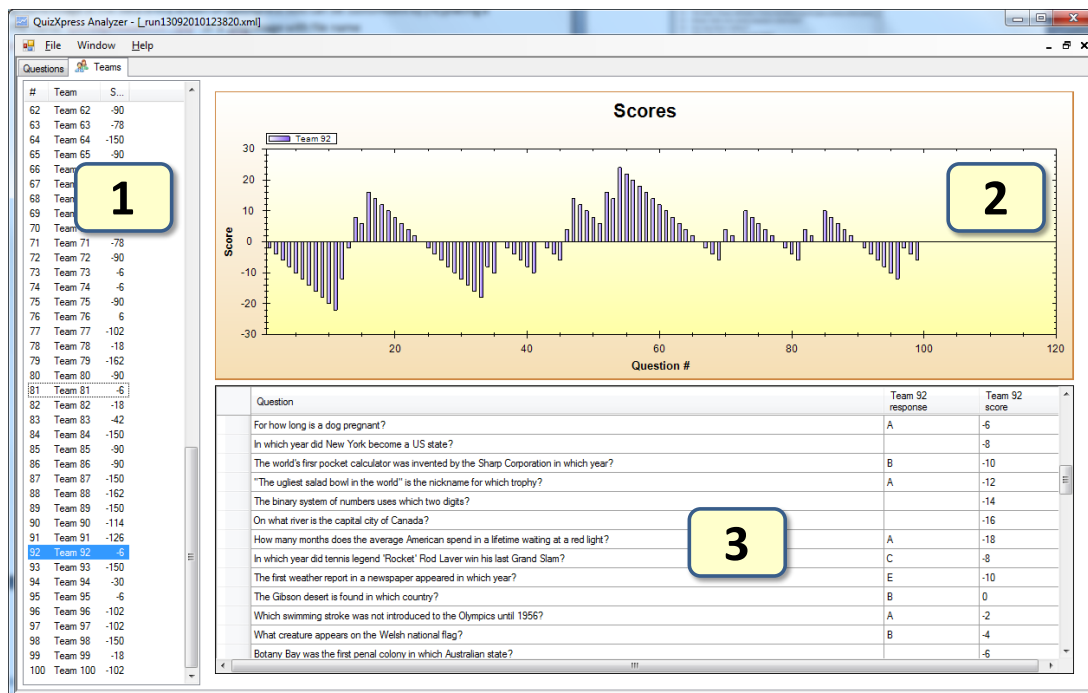
- Question view
- Team view
- Demographic Groups (if demographic groups were present during a quiz)

The question-centric view looks as follows:



- 1) The list of all questions in the dataset
- 2) The question itself with the possible answers (if the .qx quiz file is available on the system a picture of the slide is rendered, if it is no longer available, you'll only see a textual representation)
- 3) The responses and scores (for the selected question) per team/player. When demographic groups are available, a 'demographic groups' tab is shown bottom right. In this tab, for each group, the number of votes per answer for the selected question is shown in a table.
- 4) A pie chart showing the response distribution for the selected question. When demographic groups are available, in the demographic groups tab, the response distribution for a group can be shown by selecting this group from the list box shown on top of the response distribution graph.

The team view has the following layout:



- 1) The list of team-/player names. Note that you can select multiple teams here.
- 2) A chart showing the score development over time
- 3) The questions and responses for the selected team(s)

The demographic group view has the same layout. In the table, for each question, all answers are displayed. For each selected group, the number of votes for each of the answers is displayed. The score development over time for the selected group(s) is also shown.

All data shown in Analyzer is stored during a quiz by QuizXpress Live in the form of XML documents in the QuizXpress application data folder (on Windows 7 the location of this folder is 'C:\Users\<username>\AppData\Roaming\QuizXpress\Scores'). Please note that you can open this folder from QuizXpress Studio under the Tools->Advanced menu).

7.1 Exporting results to Excel

Results can be exported to Excel by invoking the 'Export to Excel' command from the 'File' menu. The resulting Excel file will have a maximum of 4 worksheets:

- Score : Shows the score ranking
- Response : Shows all questions, with per question the responses, points gathered and total points per team
- Demographic Scores (if demographic groups are present) : Shows the group score ranking
- Demographic Responses : Show for each question all responses per group per answer.

8 Troubleshooting

In this section you can find some common problems and their solutions.

8.1 Buzzer Connection issues

If a blinking buzzer is shown on the welcome screen of QuizXpress Live, this is an indication that the buzzers are not connected properly. In order to resolve this:

- Open the Quiz Setup application and check if the buzzer type selected on the 'Buzzers' page corresponds with the buzzers you are using. For reply buzzers, be sure to set the correct channel of the base station and the id's of the keypads used.

As stated before (section 4.6) you can use the *BuzzTest* application from the QuizXpress start menu to check if the buzzers have been setup correctly. This application is also suitable to test the range of your buzzers.

Note: Windows 7 with the latest revision of the wireless Buzz™ buzzers require a special procedure. Please contact us if you need help with this. On Windows 7, this revision of the buzzers is recognized as a USB *HUB* while it should use a USB *HID* (like mouse, keyboard etc.). You have to set this manually.

8.1.1 Using Reply Systems keypads

To avoid troubles, you should always test the entire system before its use. For large rooms, you should obtain floor plans ahead of time, and decide on equipment placement. Keep Reply equipment away from other radio devices, speakers, and large metal objects. The receiver should be placed as high as possible in the room so a clear line-of-sight can be established to the keypads. Walls may affect the range of the keypads. Be aware of the presence of WIFI routers in the room. These may affect the range of the Reply devices. For more information about proper setup of this keypad system, consult the Fleetwood Reply Mini user manual available from the download section of our site.

8.1.2 Using Sony wired buzzers on Windows Vista

The following revision of Sony wired buzzers does not work on Windows Vista: SCEH-0005. Please contact us if you need help with these buzzers.

All wireless versions of the Sony buzzers work with Windows XP, Windows Vista and Windows 7. For Windows 7 it may be required to follow a special procedure, depending on the revision of your buzzers. Please consult appendix C for the procedure on how to install the latest revision of the Sony buzzers on Windows Vista and Windows 7.

8.1.3 Large setups with Sony buzzers

If needed, the receivers can be placed away from the computer by using active USB cables. In this way, 'islands' of people around a receiver can be created and allowing bigger groups to participate. QuizXpress has been tested with up to 12 Sony Buzz™ buzzers, but up to 20 buzzers have been used in the field. With wired buzzers there is no limitation. People have been using QuizXpress with up to 120 wired Buzz™ buzzers on a standard USB infrastructure.

9 Advanced topics

9.1 Multi monitor support

QuizXpress Live can run in three different modes, which can be set in Quiz Setup (see also section 4.4):

1. Full screen exclusive
2. Full screen windowed
3. Windowed

9.1.1 Full screen *exclusive* mode:

In this mode, the PC's video adapter is allocated exclusively for QuizXpress Live. This means that no other parts of the system can access the video card at the same time. The video card is switched to the resolution as configured in QuizXpress Setup (e.g. 1024*768) no matter what the Windows setup is for the video card. The device connected to the video card must support this exact resolution. This mode gives the best performance in frames per second but does not work well with multi monitor systems, you cannot switch to another Windows application and you cannot use QuizXpress Director. It is advised to use this mode only if you have one screen or beamer connected.

9.1.2 Full screen *windowed* mode:

In this mode QuizXpress Live cooperates with other applications on the Windows desktop. It runs in its own full screen, borderless window. Because QuizXpress Live can be configured to run on a particular resolution, the rendered frames will be stretched to fill the entire screen if the resolution does not match the size of the screen. For example if you set Live to run on 800*600 and your monitor or beamer is 1024 * 768, Live stretches the 800*600 image to fill the 1024 * 768 screen. As this may result in slightly pixilated output it is important to set the QuizXpress Live resolution to match the resolution of your output device.

9.1.3 *Windowed* mode:



In *windowed mode* Live runs with a normal window with a caption and standard buttons. This mode is usually not used when presenting the quiz to your audience but it may be convenient during

development of your quiz. You can toggle between windowed and full screen windowed with the 'M' key.

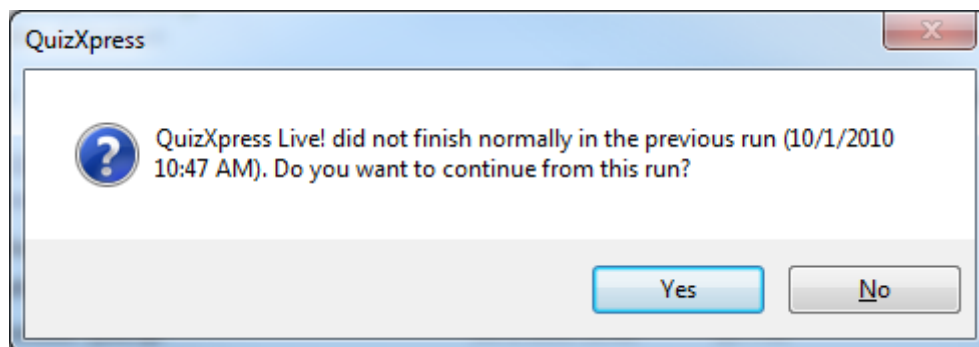
There are two ways to get QuizXpress Live to start on another monitor than the primary one:

- 1) Start your quiz from Studio; setup Studio so that it starts Live in full screen windowed mode, move Studio to the secondary monitor and run your quiz. *Live* will start on the same monitor as Studio.
- 2) Start Live in windowed mode (e.g. on the primary monitor). Drag the QuizXpress Live window to the secondary monitor and press the 'M' key to maximize the window on the secondary monitor.

9.2 QuizXpress Live recovery mode

To prevent loss of data or having to restart the quiz in case of a system failure, QuizXpress Live has a built-in recovery mechanism. After every completed question, the system saves its entire internal state to disk in a *snapshot* file, including scores, buzzer assignment data, the current question etc.

The snapshot file is removed if the application ends *normally*. If the system ends *abnormally* for some reason, the file remains and is detected the next time QuizXpress Live starts. It will then prompt you with a question:



When you answer 'Yes' the system will reload the snapshot and you can continue where you left. Answering 'No' will start the system normally. So whatever happens, you don't have to annoy your audience by having to replay part of your quiz.

Note: this recovery mode is not active when you start your quiz from QuizXpress Studio. When you run your quiz for a real audience it is therefore advised to start your quiz by double clicking the .qx file or by starting Quiz Show.exe and select a file manually.

10 Tips and tricks

This chapter contains some general advice, thoughts and recommendations for successfully creating and running your quiz shows (in random order).

Organize your quiz in rounds of similar questions

Creating different rounds with the same type of questions is easier to follow for your audience. Some ideas for rounds are:

- A 'Get the picture' round that has questions with pictures partially hidden with one of the effects
- A 'Guess the artist' round where you play a part of a song on each slide and the audience needs to guess the artist (note to make it less easy you can only provide the first letters of the artists in the answers)
- A 'True/False' round, with statements that the audience has to validate.

Also, it is better not to mix open questions and multiple choice questions in one round because each type of question has a different way of providing input (different keys on the keypad) so it may be confusing to your audience if every question is different.

Keep your quiz small by keeping media files external

With QX4, you can keep both your sound- and video files externally. This will keep your quiz files small and manageable. You can keep the files on their original path or you can store them in the folder where the quiz file itself is stored. When copying your quiz to another computer you'll need to copy all external files as well (in which case you'll probably always need to put the files in the folder with the quiz file). When QuizXpress Live starts, it will check if all external files are accessible and give a warning warn if not.

Have a backup system

For a really critical event you may want to consider setting up a backup environment. This means having a second computer and a second RF receiver, programmed to the identical id as your main receiver. This is needed as each keypad is paired with a particular receiver so normally you cannot simply swap your receiver. However, we can provide you with a receiver that has the exact id as your main receiver. This way you can simply swap the receiver or move to another computer without reprogramming your keypads. Please contact us for more details.

Know your target device

QuizXpress supports three different aspect ratios for the slides; 4:3, 16:9 and 16:10. For a standard beamer you should use 4:3, however when you are running your quiz on a widescreen TV-set you want to use 16:9 as it will look way better without large areas on unused space on the side.

Explain the system

Start your quiz with a couple of slides that explain how the system works, how to operate the keypads, how you've setup your score system (e.g. with decreasing points) etc. After that, you can insert a couple of test questions that will not affect the scores but behave like real questions.

Use shapes and text

In QX4 you can text (or a picture) to your slide that becomes visible *after* the question is finished (all have answered or time is over). For example for an 'open' question, you can show the correct answer as a piece of text in this way.

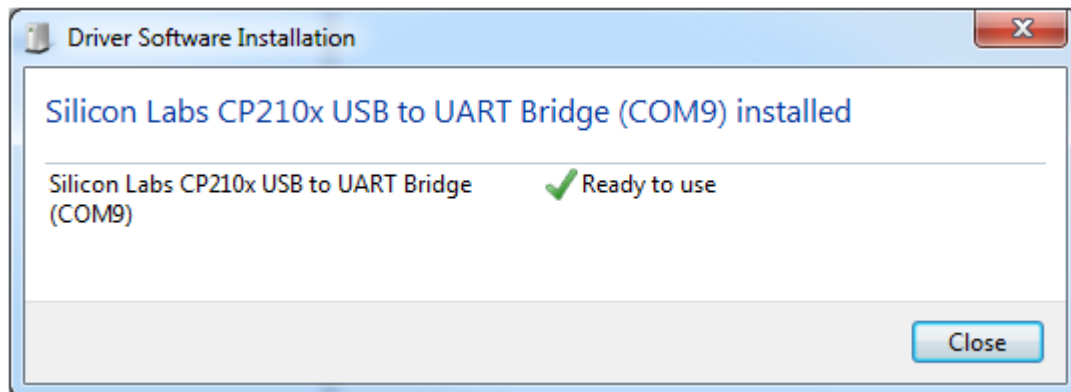
Appendix A: Installing the QuizXpress keypads/buzzers system



Please proceed as follows to install the QuizXpress receiver and configure QuizXpress to work with the buzzers.

If you are connected to the internet, just plug in the QuizXpress receiver. The drivers will install automatically. After successful installation you will see the following message (the COM port can differ from what is shown

here):

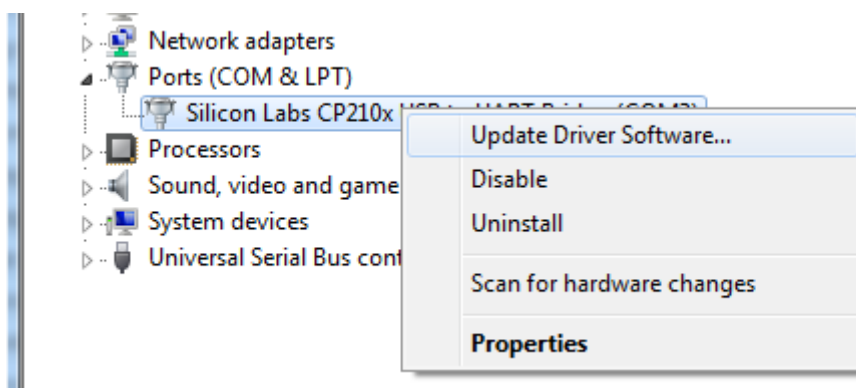


If you are not connected to the internet, please put the provided disc into your disc drive (the receiver does not have to be plugged in).

- When using Windows 7, please go to the folder
`<Drive letter> :\USB interface driver\CP210x_VCP_Win7` and run `CP210x_VCP_Win7.exe`
- When using Windows XP, please go to the folder
`<Drive letter> :\USB interface driver\CP210x_Win2K_XP` and run `PreInstaller.exe`

Alternatively, you can download the driver from the Internet at location:

<http://www.silabs.com/products/mcu/Pages/USBtoUARTBridgeVCPDrivers.aspx>, to install, just download and run the installer named *VCP Driver Kit*. After installation it may be necessary to open the Device Manager for your computer and execute the *Update Driver Software...* command on the Silicon Labs device:



Now you can configure QuizXpress to use the QuizXpress buzzers (please also refer to section 4.1.1.1).

- Start Quiz Setup
- On the 'Buzzers' tab page of Quiz Setup, select *QuizXpress Keypad*.
- When the receiver is plugged in, you can press the 'Test' button, after which a connection is made. A green checkmark appears if successful.
- Now close Quiz Setup and start QuizXpress Buzzer Test, which can be found on the Start menu under QuizXpress. Pressing one of the buzzers should now light up the corresponding numbered box on the screen and show the chosen answer.
- When the preceding steps have been executed successfully QuizXpress Live is ready to work with QuizXpress Buzzers.

Note: QuizXpress buzzers work with 2 AAA type batteries.

The QuizXpress receiver has three LED-lights. The red one indicates power, the yellow one indicates communication and the green one indicates RF polling activity. During the quiz show, the green one should be blinking. If not, you should restart the device with F12.

Appendix B: Installing Fleetwood Reply Buzzers

Please proceed as follows to install Fleetwood Reply buzzers and configure QuizXpress to work with the buzzers.

1. Turn on the PC/laptop
2. Insert the Reply drivers CD into the CD/DVD-ROM player
3. Insert the Reply USB receiver into a USB slot
4. A window will appear indicating that new hardware is found. Please indicate that windows needs to find drivers automatically
5. Windows will install the drivers automatically
6. Now we can configure QuizXpress to use the Reply buzzers. Start Quiz Setup (see also section 4.1.1).
7. On the 'Buzzers' tab page of Quiz Setup, select Fleetwood Reply CRS 940/941.
8. Now choose the channel that the Reply receiver is using to listen to the Reply keypads (buzzers). In order to select the correct channel, please look at the back of one of the keypads that will be used. The channel it operates on is indicated over here (note: all buzzers that are going to be used need to operate on this channel).
9. Now close Quiz Setup and start QuizXpress Buzzer Test, which can be found on the Start menu under QuizXpress. Pressing one of the buzzers should now light up the corresponding numbered box on the screen and show the chosen answer.
10. When the preceding steps have been executed successfully QuizXpress Live is ready to work with Reply Buzzers.

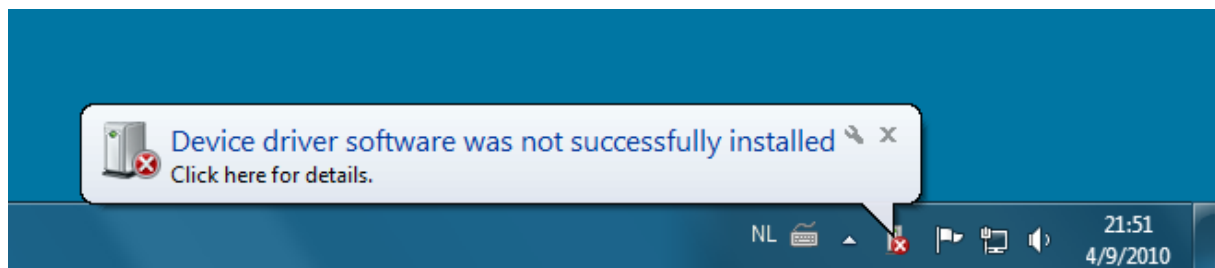
Note: Fleetwood Reply buzzers work with lithium cell batteries of type CR2032. Recommended are *Sony CR2032* lithium cell batteries.

Appendix C: Installing Buzz™ buzzers on Windows Vista/Windows 7

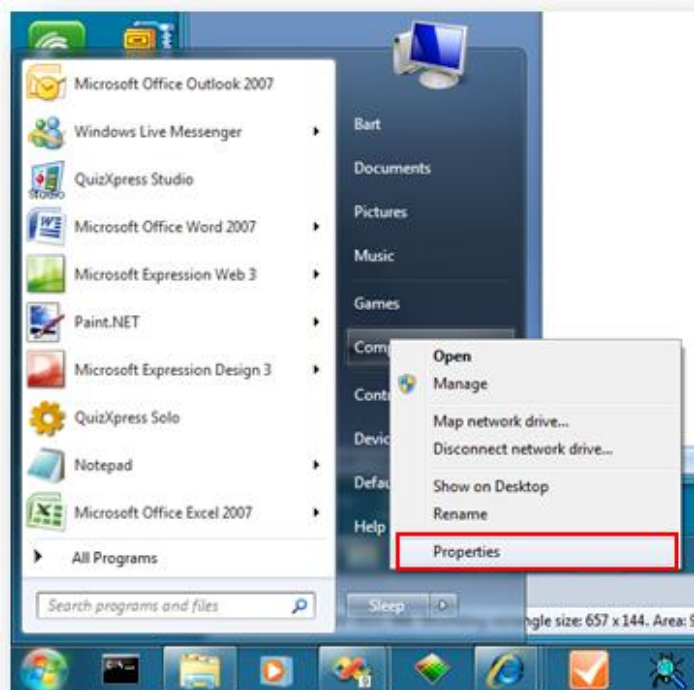
The latest revision of the Sony Buzz™ buzzers requires a special procedure to make them work with QuizXpress on Windows Vista or Windows 7. This appendix describes the steps to install the Sony Buzz™ USB receiver correctly on these operating systems.

You can recognize this new revision by the text “Manufactured by Logitech...” on the USB receiver. The buzzers do not have the power button on the right side and also the blue led is missing that was present on earlier revisions. This model of the buzzers is turned on by pressing the large red button once.

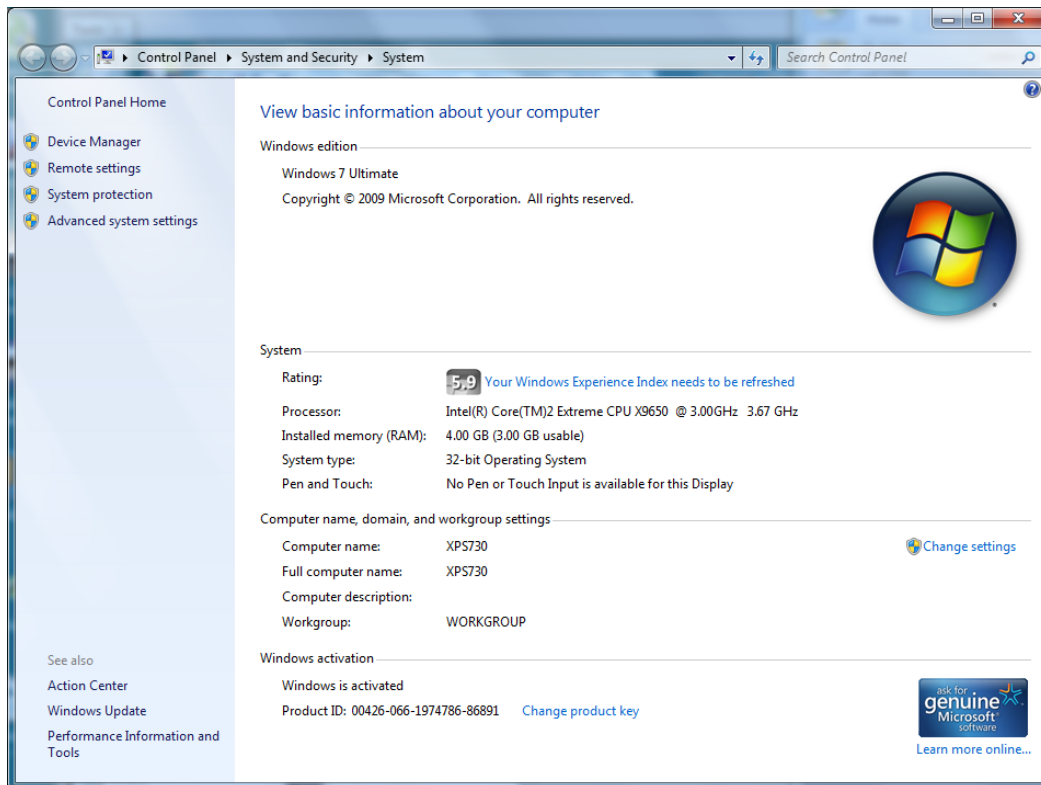
Connect the receiver to a USB port of your computer. After a while a message appears indicating failure to install the device:



Go to the start menu and select *Computer->Properties*:



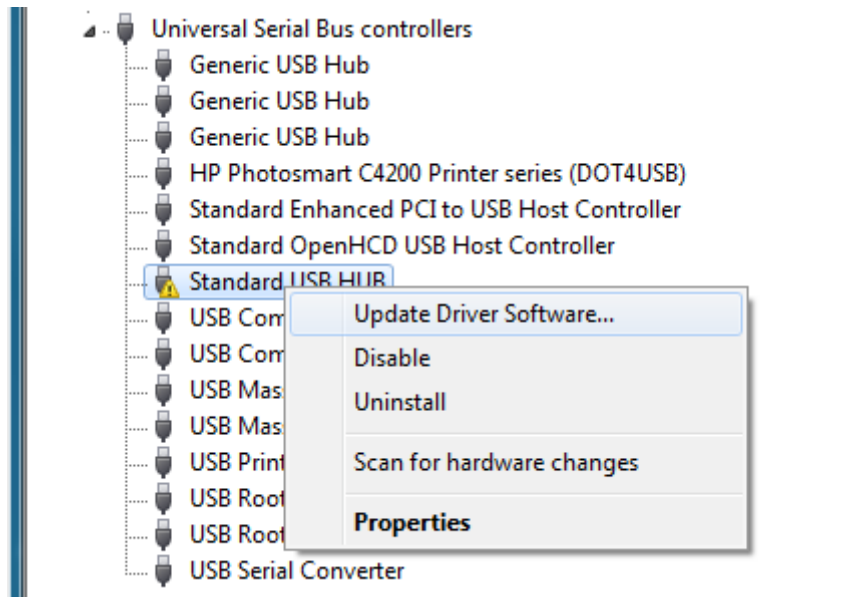
In the window that appears, select *Device Manager*:



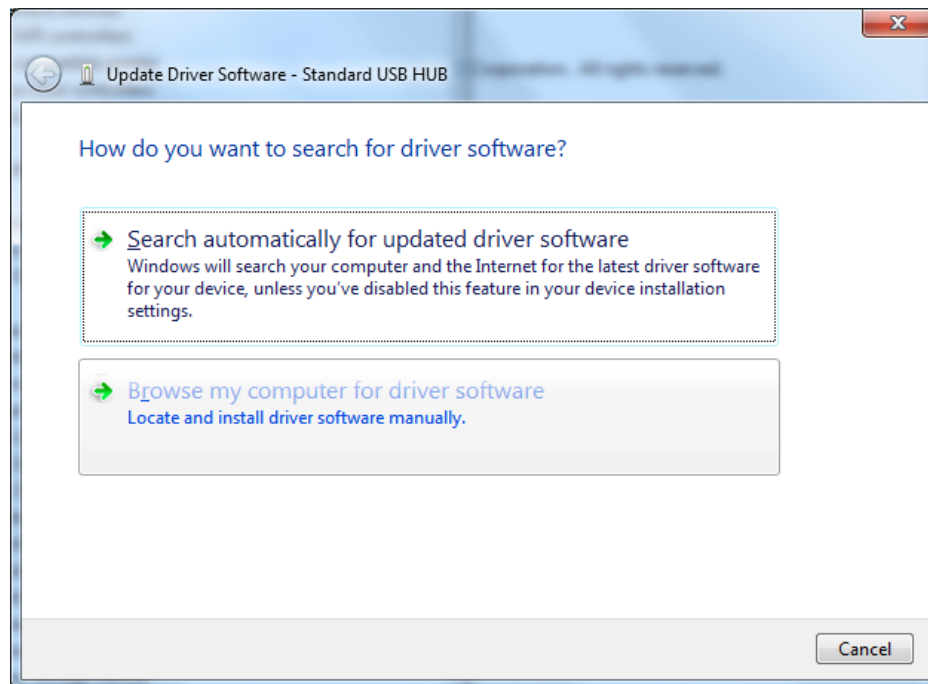
In the Device manager window, expand the *Universal Serial Bus controllers* node:



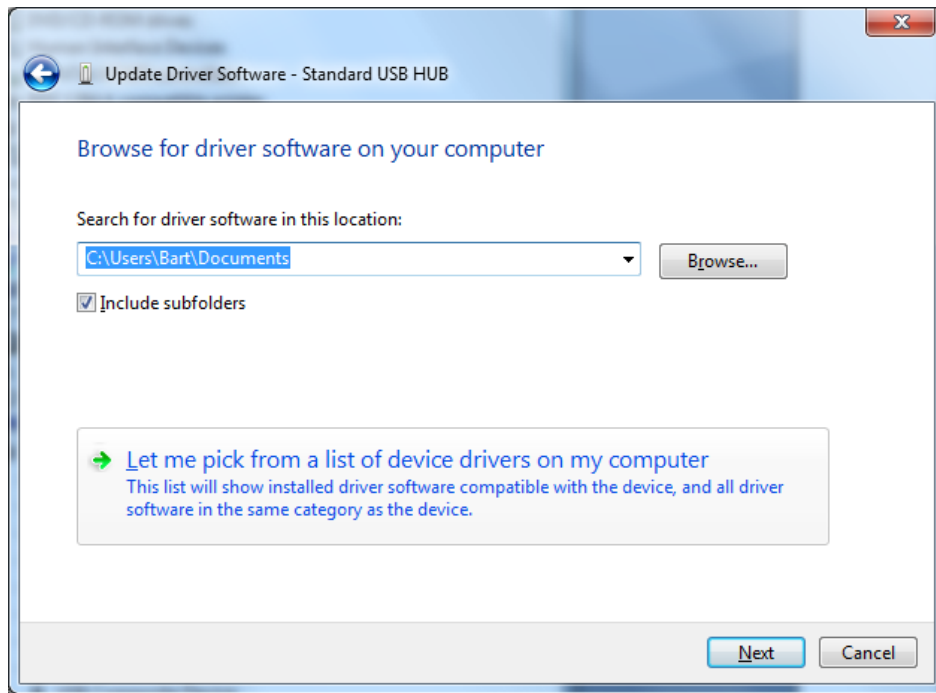
Select the node that indicates an error, right click, and select *Update Driver Software* from the menu:



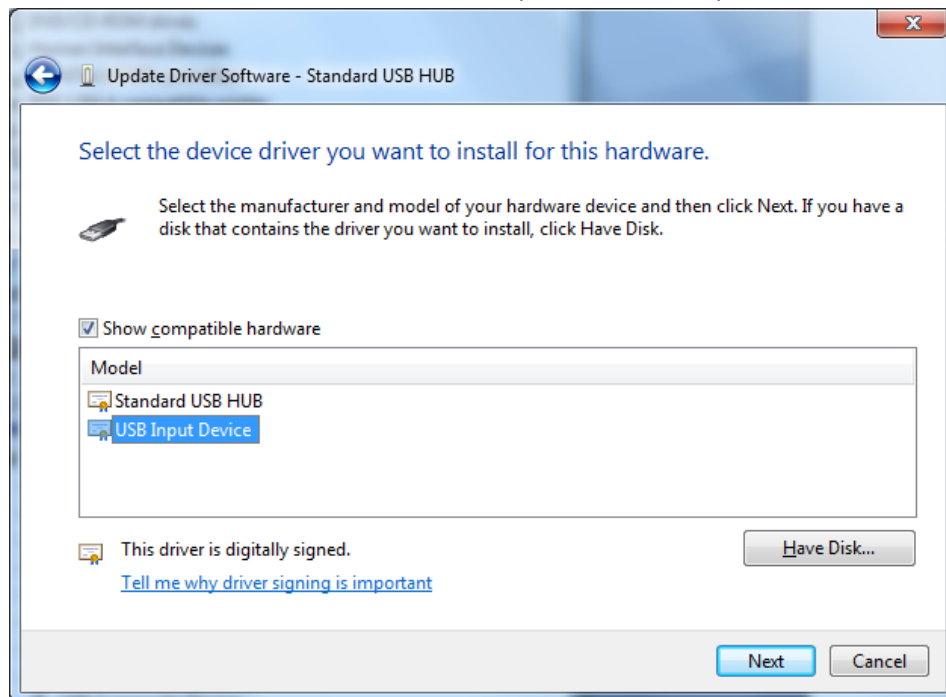
In the wizard select “Browse my computer for driver software”



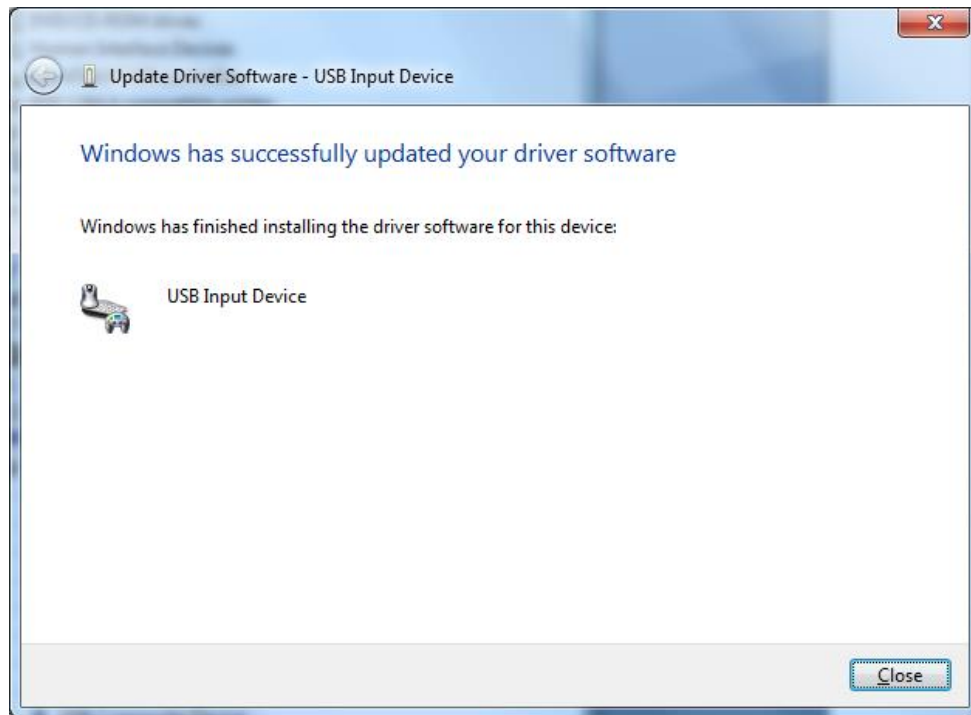
On the next screen select: *Let me pick...* and select *Next*:



On the next screen select “USB Input Device” and press *Next*:



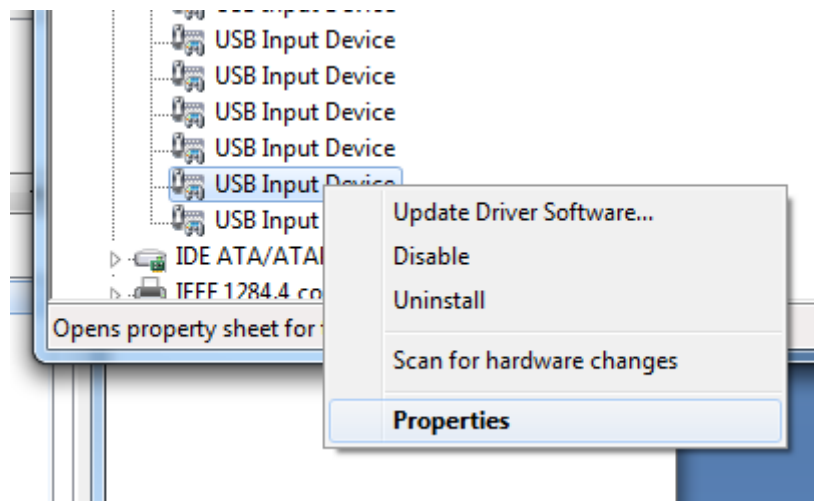
The Buzz™ receiver is now successfully installed and ready to use.



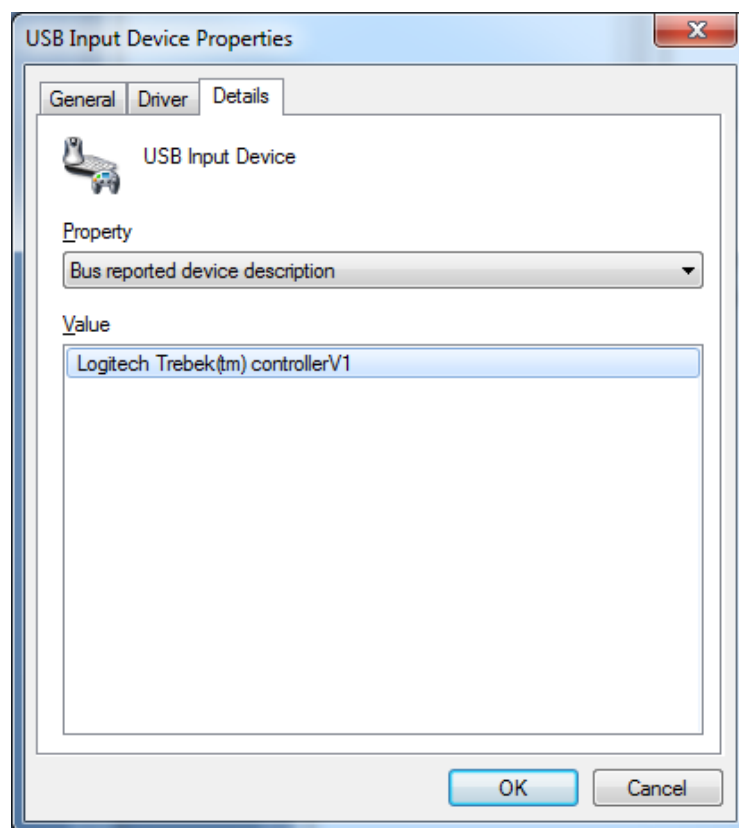
Close the window; in the device manager the wireless buzzer receiver will now appear as “USB input device”



To locate the buzzer device *after* it has been installed for example to uninstall it, you'd have to open the properties on each of the *USB Input Device* entries (right click; Properties)



Then, on the *USB Input Device Properties* window, select the 'Details' tab and change the 'Property' dropdown to *Bus reported device description*. If the 'Value' field shows the text *Logitech Trebek(tm) controllerV1*, you've found the Sony buzzer device.



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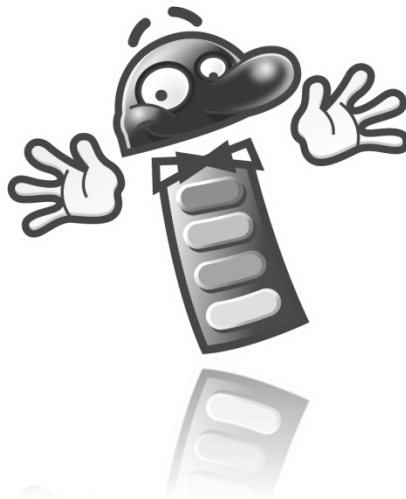
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